BIONICLE



Jump by Aehriman

Long ago, in the time before time, there lived the Great Spirit, who descended from the heavens carrying us, called the Matoran, to this paradise. We were separate, and without purpose, so the Great Spirit illuminated us with the Three Virtues- Duty, Unity, and Destiny. We embraced these gifts and in gratitude named our island home Mata Nui, after the Great Spirit Himself.

But our happiness was not to last. For Mata Nui's brother, the Makuta, grew jealous of these honors and betrayed Him, casting a spell over Mata Nui who fell into a deep slumber. The Makuta was free to unleash his shadows, and unleash them he did.

This is the legend of the Bionicle.

Aaaand with the mysticism out of the way, let's have a real talk about this place.

100,000 years or so ago, the Great Beings managed to *thoroughly ruin* their homeworld of Spherus Magna. To fix things, they built a 40 million feet tall (12,000 km) gravity-manipulating robot, Mata Nui, to fix things. Only, it would take a long time for things to stabilize to the point it could, so Mata Nui was sent on a long looping course to study the universe before returning home.

The robot's interior contained several island chains, populated by the Matoran, builders to maintain and repair the craft that was as their god and their entire universe. The Toa, elemental guardian spirits to protect the Matoran, and the Makuta, who could create life to balance the internal ecosystems.

A thousand years ago, in the Great Cataclysm, the Makuta (who had gone renegade) led by Makuta Teridax infected the robot with a virus causing Mata Nui to enter a coma and crash on the ocean moon of Aqua Magna. As the Makuta continue to infect and subvert systems like a cancer, a group of refugee Matoran from Metru Nui, the island within Mata Nui's head, settled the island that grew over His face as camouflage, naming it Mata Nui and losing most of their history.

Now, six Toa, prepared as a failsafe, wash up on the island, ignorant of their history and purpose. Have **1,000 cp**, and good luck.

AGE, RACE & GENDER

These things are functionally meaningless in this universe. Some Matoran and Toa present as female, but gender and race don't really matter and there are people tens of thousands of years old.

TIMELINE

Standard: Basically the events as described above.

The Melding: Mata Nui was never constructed, the Great Beings used Toa and Matoran to fix the disaster before it got too bad. There's also a good-natured and light-powered Makuta Teridax.

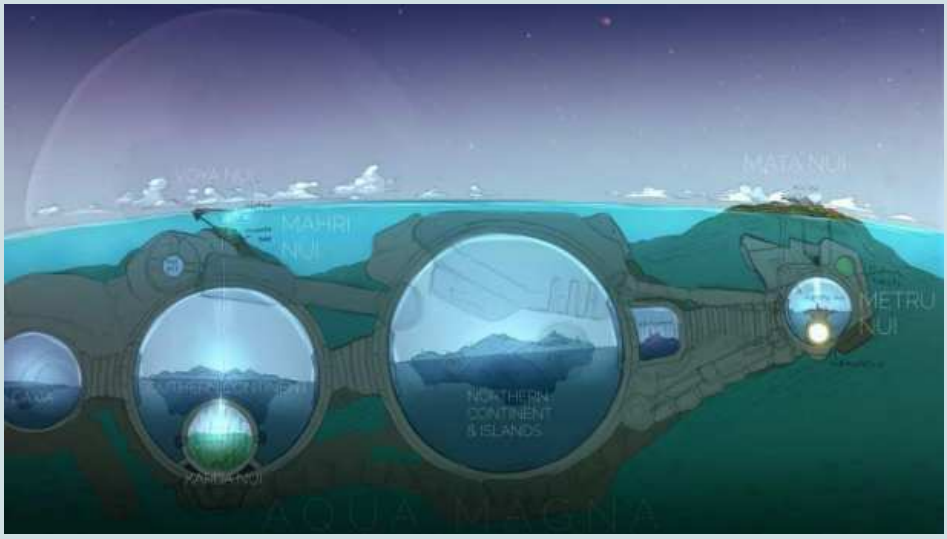
The Kingdom: It's centuries into the future, the Toa Mahri failed to recover the Ignika and the Great Spirit is dying. All peoples from the Matoran Universe have evacuated to Mata Nui the island and built an uneasy peace, while corrupted Makuta-spawn continue to bubble up from the underground.

Dark Mirror: More or less the Mirror Universe. In the standard timeline one Toa Tuyet became a serial killer and attempted to use the Nui Stone to become far more powerful. In this timeline, she succeeded, and there is an oppressive Toa Empire and (relatively) heroic Makuta underground.

Reboot: Forget all the cosmic and Great Being stuff, Makuta & Ekimu were actual brothers, mask-makers, until Makuta forged a mask to control all six elements, lost control, and brought devastation to Okoto.







LOCATION

Reboot Timeline must start on Okoto, unconnected to the rest of the universe. The Kingdom timeline must start on Mata Nui. All others choose freely.

Mata Nui- A tropical island paradise that happens to rest on the face of a massive robot. Mata Nui, the island, has six villages linked by the tunnel network known as the Onu-Koro Highway , a northern desert, impressive

mountains and a volcano near the south side. At the geographical center of the island is the Kini Nui, a temple to the Great Spirit where the Matoran gather.

Metru Nui- Highly advanced city in Mata Nui's head. Now abandoned save for old Turaga Dume slowly restoring it, the populace having fled to Mata Nui and forgotten their origins. Has a substantial industrial center in Ta-Metru, wonderful Great Temple, vast fields of sculptures, ice spires of the Ko-Matoran sages, and is centered around a vast coliseum. Plus an archive of all flora, fauna, and technology ever encountered by the Matoran.

Voya Nui- An island that once resided in Mata Nui's chest, the Great Cataclysm drove it out and onto the surface south of Mata Nui the island, and surrounded by a great ring of ice. There is one Matoran village and no Toa here, and the Mask of Life is hidden in a chamber deep within the volcano, Mt. Valmai.

Mahri Nui- A village on Voya Nui that sank deep into the sea during the Great Cataclysm. The Matoran were able to survive through a combination of collecting bubbles from airweed and mutation to survive the crushing depths. Unfortunately, this placed them perilously close to the secret Order of Mata Nui prison called the Pit, and the Barraki warlords confined there.

Karzahni- A place of suffering where lazy and bad Matoran go to be tormented forever. In truth, a volcanic island defective Matoran are sent to be repaired by the being of the same name. Though, he's not very good at it, and something of a sadist, so all the stories making this place out as some kind of Matoran hell aren't completely baseless.

Karda Nui- The great power core of the Great Spirit Robot. Here the Av-Matoran live in a stalactite village, while the 'ground' has flooded with

mutagenic waters since the Cataclysm, becoming the terrifying Mistika swamp. Many secrets of the Great Spirit Robot, it's construction and purpose, are here for those bold enough to seek them.

Visorak- Origin and seat of the Visorak Horde.

Odina- World headquarters of the Dark Hunters.

Bara Magna- The brutal desert world once known as Spherus Magna, orbited by a jungle (Bota Magna) and ocean (Aqua Magna) moon. Here the Agori villagers scrape a living while their champions, the Glatorian, settle all conflicts in the grand areas and Bone Hunters skulk about in search of easy prey. On the plus side, the works of the Great Beings are scattered in great numbers here, and the Elemental Lords... call that one a mixed blessing at best.

Okoto- A different island, in a very different universe. Geographically, much like Mata Nui, except instead of the Kini Nui, or great temple, at the center is instead the City of the Mask-Makers, and a giant crater where a greater city was destroyed by Makuta's meddling. Much of the island is overrun with Skull Spiders and instead of Matoran you have Protectors.

ORIGIN

ORDER OF MATA NUI- Okay, the actual Order is a secretive group led by the venerable Toa Helryx. For our purposes, this will be the forces aligned with Mata Nui. Honoring justice, honor and compassion, you wish to help your fellows. There are several groups within this larger one, choose the form that best suits you.

- **TOA** (-100 cp) Guardian spirits, protectors of the Matoran. Endowed with great physical power and skill, elemental force, and a mask of

power. Some are created as Toa, others are Matoran charged with Toa energies.

- **TURAGA** Chieftains of the Matoran, in actuality Toa who have given up the bulk of their power for wisdom and the benefit of others. You lead with wisdom and retain your mask-power and some scraps of elemental strength.
- **MATORAN** Builders, small people but large in heart and spirit, working tirelessly for the good of all.
- **BOHROK** surprise pick, given how they first appeared as this unstoppable destructive horde out to remake the island with no regard to the inhabitants, but the Bohrok have a place and a purpose in Mata Nui's function, and carry it out with gusto. Small fleshy mask-like critters, the Krana, piloting hulking robotic bodies.
- **RAHAGA** (+100 cp) Once the Toa Hagah, an elite team of Toa, mutated and twisted into little half-bestial rangers.
- **ACTUAL ORDER** (-100 cp) You're part of the secretive Order of Mata Nui, striking at the darkness from the shadows. You can have the physical form of any other, or be a hulking powerful humanoid like Axon, Brutaka or most named members.



BROTHERHOOD OF MAKUTA- Once the most honored of Mata Nui's servants, charged with the creation of life itself, the Makuta grew envious of Mata Nui's power and the esteem the Matoran held him in. Now, after forcing Mata Nui to sleep, they serve to corrupt his works.

- **KRAATA** (+400 cp) Worms created by the power of the Makuta, to infect Kanohi masks with the antidermis will of your maker. You get a single Dark Power.
- **RAHKSHI** (+200 cp) What happens when a fully-mature Kraata is placed inside a sort of power armor shell of a lizard-man.
- **VISORAK** Spider-like (but four-legged) and clever Rahi who have formed a seemingly-independent empire centered around the island of the same name, but are secretly Makuta pawns. Then, who isn't when you think about it?
- **MAKUTA** (-1,000 cp) An energy being in a shapeshifting shell with elemental powers of darkness. The Makuta may be the most powerful individuals in the universe, but all but one chose to betray Mata Nui.



DARK HUNTERS- An organization of mercenaries, bounty hunters, thieves, assassins and warriors led by the Shadowed One. Once tried to conquer Metru Nui. Full of mutants, freaks and outcasts, and thus a reasonable spot for most, ah, 'free agents.'

- **Skakdi** (-100 cp) warriors altered to serve the Makuta, in theory, but long since quarantined to their native Zakaz. Big and bestial, the Skakdi are physically stronger than the Toa, have a form of gaze attack that varies by individual, and even elemental powers they can use only in concert with a fellow Skakdi.
- **Barraki** once feared warlords of the League of Six Kingdoms, the Barraki have spent the last 80,000 years imprisoned in the Pit after leading the first, and failed, rebellion against Mata Nui. Humanoid and powerful, your choice if you join the others in the Pit and thus are mutated to adapt to deep underwater.
- **Other** Many and strange are the members of the Dark Hunters. Mutated Matoran and beasts. You gain no perks for this form, but perhaps have more freedom. If you really want, take the discounts for whichever being you most resemble. Not the Makuta, though.



COMPANIONS

Arthropod Buddy (free) You have a friend and companion, of the armored and multi-legged variety. Perhaps a crab like Pewku to ferry you around, or a Scarabax Beetle like Click.

Old Friends (-100 cp) You may import up to a dozen Companions per purchase with 800 cp of their own to spend on perks and items, and an origin (and ensuing discounts) of their choice. Companions cannot import more companions, nor take drawbacks for more points.

New Friends (-100 cp) Pay 100 cp to invite as many of the locals as you like to share in your future adventures.



PERKS

Biomechanical (free all) it can be confusing, are the beings here robots, or organic life or what? The answer is both! Except for the Bohrok, which are robot bodies piloted by tiny organic beings, and the Vahki, who are straight up robots. Anyways! You are now a biomechanical being, combining the toughness of being made largely of protodermis metal with the vulnerability of still needing air and circulating blood for your squishy organic brain. You can either regularly eat food or hook yourself up to a charging station for energy to keep going, and your batteries are good for a year. You also don't age, or may as well not, only Helryx seems to be showing any age-related frailty, and she's 100K+.

Duty (-200 cp) You know what your duty is, in any situation, and have at least a vague idea of what it is you're supposed to do, according to your professed loyalties and beliefs.

Unity (-200 cp) You are very good at teamwork. Even if you can barely stand someone else, the two of you can fight together like a well-oiled machine.

Destiny (-400 cp) Destiny is extremely important in this universe. But it is not destiny in the sense of an inexorable fate. Rather… everything in the Matoran universe has a purpose. Some live up to it, others do not. Your destiny is to find your niche, discover and live up to your potential. It may not be what you envision. Fortunately you are amazing at finding your destiny. Your potential is limitless, no matter how strong or skilled you become, there is always more to learn, a higher level to train to. You are also great at finding and bringing the potential out in others. Besides the uncapper, **this perk serves as a capstone booster.** Finally, once per Jump or decade if you fall you may rise again, because it is not your destiny to die here.

Elemental Affiliation (-100 cp, first free Order of Mata Nui, Makuta get free Kra) All Matoran, Bohrok, Turaga and Toa are associated with one of the elements, which determines their color and has some influence on personality traits, while Toa and Bohrok can actually create and control the element. Makuta are all created with a strong connection to Darkness (Kra).

- **Ta** Fire, courage red-colored Ta-Matoran are very heat-resistant.
- **Le** Wind, green Le-Matoran are extremely agile.
- **Ga** Water, blue Ga-Matoran can hold their breath a very long time.
- **Onu** Earth, black and mighty, with excellent night vision, tend to live underground.
- **Po** Stone, brown and also very strong, tend towards deserts.
- **Ko** Ice, white and cold resistant, Ko-Matoran tend to be peaceful and scholarly.
- **Vo** Lightning, blue and white, resistant to shocks.
- **Bo** Plants, blue and green, resistant to poisons.

- **Fe** Iron, gunmetal-grey and burnt orange, Fe-Matoran qre tireless and durable.
- **Fa** Magnetism, gunmetal-grey and black, Fa-Matoran have exceptional sense of direction.
- **Ba** Gravity, purple and black Ba-Matoran are very resistant to pressure.
- **Su** Plasma, orange and white Su-Matoran are extremely resistant to heat and blinding light.
- **De** Sonic, grey and black De-Matoran have exceptional hearing.
- **Ce** Psionics, blue and gold Ce-Matoran are shielded against mental intrusion. Ce-Toa are powerful telepaths and telekinetics.
- **Av** Light, gold and white naturally, the very rare Av-Matoran can change their colors, project light-blasts with special weapons, and have a unique support power they can use when in contact with a Toa.
- **Kra** Shadow, the power of the Makuta. Kra-Matoran only exist when Matoran are corrupted into twisted versions of themselves, likewise for Toa. Can fire shadow blasts and have a unique power they can use in contact with a Makuta. Supposedly not inherently corrupting, those with a Shadow nature will still be quick to anger and more prone to immoral acts. Makuta are all powerful Kra users and immune to any negative effects from it.

Virtuous (-200 cp, discount Order of Mata Nui) By following the three virtues laid down by Mata Nui, you find it easier to be good as you understand it, and resist temptation. Boosts willpower and also discounts the three perks ‘Duty’ ‘Unity’ and ‘Destiny.’

Kaita (-400 cp, discount Order of Mata Nui) Exemplifying the virtue of unity, the servants of Mata Nui can fuse together into a new being, at least a bit greater than the sum of their parts. Such fusions are always temporary, but very powerful, and all the more so the greater you and your allies in accord.

Courage (-100 cp, free Toa) A Toa is a warrior and protector of their people, and there's a good reason 'effects a Toa' is the gold-standard of fear and mind-affecting attacks in this universe. Your will is great, you never hesitate from fear or doubt, and are very hard to influence.

Protector (-200 cp, discount Toa) You gain a mental alarm that warns you whenever a person or place under your protection is in danger. You get a vague compass bearing and at least enough time to intervene if you go immediately.

Toa Nuva (-200 cp, discount Toa) You were exposed to energized protodermis, and your elemental powers have increased fivefold in strength.

Nova Blast (-400 cp, discount Toa) The weapon of final resort for a Toa, a Nova Blast is when they expel all their elemental power at once, devastating an area for hundreds of miles and possibly eradicating all life from an entire island. The Toa is normally powerless for hours afterwards, and weakened for days.

Protodermis Cage (-600 cp, discount Toa) Why do they never open with this? When six Toa combine their powers, they can defeat virtually anything, if not by blasting it into submission, by sealing it in a lump of invulnerable protodermis that can only be unmade with more of the same. You can combine your powers with those of others for this same effect, as long as you have five friends.

- **Destiny:** Or maybe you really can do it all yourself. However many different powers or elements you have, you can wield at once without conflict, weaving them into a tapestry of synergy and mutual reinforcement.

Authority (-100 cp, free Turaga) Maybe it's their wealth of experience or wisdom. Maybe they were programmed that way, but Matoran seem to automatically trust and defer to the wisdom of the Turaga. So is it with you, people trust you with power and tend to follow your lead in a crisis.

***Klick* Whistle** (-200 cp, discount Turaga) You speak the language of birds. This is more helpful than you might assume, birds are terrible gossips.

Efficient (-400 cp, discount Turaga) A Turaga knows how to cover great distances by walking slowly and steadily. Likewise, you may not have more than a fraction the elemental power of a Toa, but what you have you employ with skill and finesse, wringing a great deal of effect from small effort cleverly placed, like upsetting a little snow to cause an avalanche.

Wisdom (-600 cp, discount Turaga) A Turaga is a mighty hero who gave up their power for the good of their people, and gained wisdom in return. But what is wisdom? Patience, humility, kindness, compassion, insight, sound judgement. All these qualities, you possess in abundance. Others cannot help but respect your insight and virtue, even if they oppose you fiercely.

- **Destiny:** It could be argued that self-knowledge is the true wisdom. You understand yourself fully, your flaws and virtues, how you were influenced by outside factors, what you chose for yourself. You instantly recognize and shrug off unnatural influences. Your insight and judgement are also increased, so you have a sense for falsehood even when reading the words of the long-dead, and virtually never make a mistake without mental alarms going off.

Villagers (-100 cp, free Matoran) You know how to fish, hunt, build shelter and otherwise survive and thrive in primitive conditions.

Builders (-200 cp, discount Matoran) Whether raiding buildings or carving sculptures, Matoran are quick and sure in building things. Anything you make takes a third the normal time.

Mask-Maker (-400 cp, discount Matoran) You have all the skills needed to be a Mask-Maker equal to Vakama (or, I guess Ekimu in the reboot?) Including the ability to refine steel into protodermis, to mold that into kanoka disks and carve working kanohi masks from them.

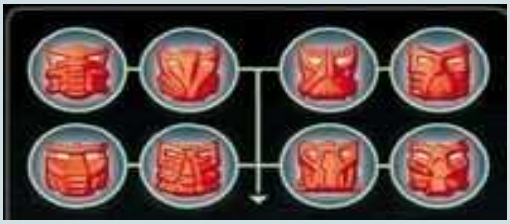
Creator (-600 cp, discount Matoran) Even living on Mata Nui, Nuparu was able to build powered armor and work robots, and Takanuva assembled Rahkshi parts into a flying motorcycle. Metru Nui is full of wonders like the chutes or the Archive stasis fields. You are fully conversant in all Matoran technology, save only what's covered by Mask-Maker.

- **Destiny:** Forget just the Matoran, you understand fully the science and technology of the Great Beings. With time and materials you could build a Great Spirit robot of your own. If taken with Mask-Maker, you can make legendary masks, though you'll have to forge an awful lot of kanoka disks, combine them and carve the mask.

Krana (-100 cp, first free Bohrok) As a Bohrok, you are a living mask, not the robot body. There are eight types of Krana with different powers and roles in the swarm. In later Jumps you gain the Krana as an alt-form and can control those who wear you.

- **Krana Xa:** Swarm Commander, you are a skilled strategist and multitasker, easily able to direct hundreds or thousands of units with the coordination and skill of your own hand.
- **Krana Za:** Squad Leader, you have the ability to communicate telepathically, to relay orders or see through your squad's eyes.
- **Krana Vu:** Surveyor, you can fly short distances, to cross river, canyons and other obstacles, to scout for the swarm or reach those inaccessible areas.

- **Krana Ca:** Clearance, spearheading the reclamation, personal force field protects you and nearby allies from attack or environmental hazard, but can be overwhelmed with enough force.
- **Krana Yo:** Mole, you can tunnel as quickly as you can run.
- **Krana Ja:** Scout, you have a radar-sense that can detect potential obstacles or threats from behind cover or at considerable distance.
- **Krana Su:** Worker, you have immense physical strength and near-limitless stamina.
- **Krana Bo:** Sentinel, guards over sleeping Bohrok and guides in the tunnels, you can see perfectly no matter how much or little light there is.



As It Was In The Before Time (-200 cp discount Bohrok) They don't make them like they used to. Sometimes things get better as time progresses, but you can always sense when a place or institution has fallen from former glory, and have at least a vague idea how to go about restoring it.

Bohrok-Kal (-400 cp, discount Bohrok) You are an elite Bohrok, created with energized protodermis. Gain a second elemental affiliation for free. Also, your Krana power(s) are enhanced in the following respective manners.

- **Krana Xa-Kal:** Liberator, you can free the Bahrag (or others) from prison or binding with a touch.
- **Krana Za-Kal:** Overseer, you can sense emotions/minds, and read surface thoughts.
- **Krana Vu-Kal:** Transporter, you are incredibly fast, both on land and in the air.

- **Krana Ca-Kal:** Seeker, you can sense the Bahrag, vague direction and precisely when close, and other important 'mission objectives.'
- **Krana Yo-Kal:** Excavator, you can sense underground movement in a wide area, as well as points of stress and weakness like load-bearing structures.
- **Krana Ja-Kal:** Tracker, all your senses are enhanced, especially hearing and smell, which match or exceed the best of the animal kingdom.
- **Krana Su-Kal:** Demolisher, even stronger, and protected against extreme heat and cold.
- **Krana Bo-Kal:** Visionary, can tunnel through any substance.

Bahrag (-600 cp, discount Bohrok, requires Bohrok-Kal, Krana) You are one of the dinosaur-like queens of the swarm. As such, you possess the six initial elements (ta, ga, ko, po, onu, le) and the powers of all the Krana. Plus the ability to command the swarm. Becomes an alt-form after.

- **Destiny:** Throw in the Bohrok-Kal elements (fa, su, ba, vo, de, and the Dark Power of vacuum) and if you haven't already, the Krana-Kal upgrades to all Krana powers.

Wild Empathy (-100 cp free Rahaga) You understand Rahi, or in future jumps animals. How they move, how they think, how to soothe and aid them.

Stalker (-200 cp, discount Rahaga, Rahkshi, Dark Hunter) You are a skilled hunter and tracker, the better to find and destroy your enemies. Also, half the stories are races to find some sort of artifacts, it's always much easier to let your enemies do the heavy lifting and running into traps and let them lead you to the prize.

Natural Order (-400 cp, discount Rahaga) Nature is often harsh and cruel, but it is always natural. You can sense when something is outside nature, a threat to the local ecology, or a mutation caused by nothing natural.

Deep Lore (-600 cp, discount Rahaga) The Toa who first learned of Makuta's treachery, who stole the Avohkii and smuggled it to safety, know a great many secrets and legends. How to find Keetongu and such. You know the legends and many secrets of the setting you inhabit, even ones hidden from the reader/viewer. You are as killed storyteller.

- **Destiny:** Not only do you know all the legends, you know which parts are true, which are exaggerated and which are made up from whole cloth. You have a strong instinct for which interpretations of prophecy are the most likely to play out, and your tales spread like wildfire.

Mind Shield (-100 cp, free Actual Order) The one commonality held by all agents of the Order is that they are absolutely impervious to all forms of mind-reading and mind-control, a benefit you share in.

Redemption (-200 cp, discount Actual Order) It's not for everyone. But you both can tell who sincerely repents- and who can maybe be redeemed- and benefit from people being far, far more likely to extend to you the benefit of the doubt, and a second chance.

Hand Of Artakha (-400 cp, discount Actual Order) The Order of Mata Nui is in one sense a continuation of a much older group. You, along with Helryx, the first Toa, were a member. You recall 80,000 years of living in the Bionicle universe, as you would have had you been created here, and it has given you an exhaustive knowledge of every location, power and creature in these parts. This information updates in future Jumps.

Secrets And Lies (-600 cp, discount Actual Order) The Order of Mata Nui concealed their existence for thousands of years, and they didn't do it by being poor at keeping secrets or stumbling the first time they encountered a truthseer. You are extremely skilled at lying and keeping secrets, and never get tripped up because you can't keep track of who

should know or believe what. You are also immune to any powers, devices or techniques that might reveal when you're lying.

- **Destiny:** Even the most clever ruse can be exposed by chance, or people possessing information you did not suspect. Except for yours. You gain a mental alarm when something you're about to say contradicts someone's knowledge or evidence and it is virtually impossible to uncover anything you have hidden before you are ready to reveal it.

Corrupting Touch (-100 cp, free Brotherhood) All Brotherhood forces possess an energy, essence or venom that can twist and corrupt others into their servants. Mostly by corrupting Kanohi masks, but that part is optional.

Servant of Shadows (-200 cp, discount Brotherhood) The Brotherhood scurries in shadows and fears the light. When your best work is done in the dark you learn to be subtle and stealthy. You are a master of passing unseen, whether by skulking or disguise.

Puppetmaster (-400 cp, discount Brotherhood) When Makuta fell, the Bohrok emerged. When Makuta was defeated by the Toa Metru, the Visorak overran the city. All manner of new threats arise, but all are revealed to be pawns of the Brotherhood of Makuta in the end. You are skilled in convincing people and factions to do things that ultimately benefit you far more than them.

Dark Power (-200 cp, all Free Makuta, one Freebie Rahkshi, Kraata) The powers of the Makuta. Kraata start with one free power, automatically at the third stage. You may add a level for fifty cp or step down one to gain fifty cp. You will eventually reach level six with time. Rahkshi have one power at stage six. Makuta have all powers at stage six. Others get one level two per purchase, and may add one level for fifty cp. Each stage naturally includes the powers of the lower ones.

- **Accuracy**
- Stage 1: Instinctively sought out the most vulnerable part of a target.
- Stage 2: Able to strike and infect a nearby target perfectly nine out of ten times.
- Stage 3: Had the ability to strike a close target with unerring accuracy.
- Stage 4: Could strike even a remote target with near-perfect accuracy.
- Stage 5: Able to leap and strike with perfect precision, no matter the circumstances.
- Stage 6: Could strike the smallest target at a great distance or in any environment or condition.
- **Adaptation**
- Stage 1: Adjusted quickly to environmental extremes such as heat and cold.
- Stage 2: Adaptive abilities made it impossible to capture the same way twice.
- Stage 3: Had a limited ability to alter its own physical properties to fit new situations.
- Stage 4: Able to thrive in any environment, from treetop to seafloor.
- Stage 5: Capable of controlling physical transformation to adapt to the unexpected.
- Stage 6: Instantly adapted to take maximum advantage of any condition or situation.
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- **Anger**
- Stage 1: Caused feeling of general irritation in nearby creatures.
- Stage 2: Nearby presence turned friendly conversations into shouting matches.
- Stage 3: Radiated anger had the power to magnify mild grudges into furious feuds.
- Stage 4: Anger radiance caused all Rahi in the area to become fiercely territorial.

- Stage 5: Had the ability to drive most creatures temporarily mad with rage.
- Stage 6: Had the power to turn even Toa against one another in anger.
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- **Chain Lightning**
- Stage 1: Constantly emitted crackling sparks.
- Stage 2: Could severely jolt any creature or object in physical contact.
- Stage 3: Had the ability to fire small arcs of electricity across a short distance.
- Stage 4: Could fire large arcs of electricity across a moderate distance.
- Stage 5: Could fire and control multiple powerful electrical jolts at the same time.
- Stage 6: Could control devastating bolts of chain lightning that leap between multiple targets.
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- **Chameleon**
- Stage 1: Instinctively adapted a camouflage pattern to blend in with surroundings.
- Stage 2: Had the ability to mimic the patterns of a rocky or sandy surface.
- Stage 3: Could blend in perfectly with any shadowed terrain.
- Stage 4: Could mimic the color patterns of complex surfaces or objects.
- Stage 5: Became almost undetectable in all but the brightest light.
- Stage 6: Had the ability to become completely invisible in any environment.
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- **Confusion**
- Stage 1: Produces a feeling of disorientation in anything that it touches.

- Stage 2: Projects an aura that confuses any small-minded creatures in the immediate area.
- Stage 3: Aura of confusion is strong enough to make a Matoran forget what they were doing.
- Stage 4: Aura of confusion leaves all beings in the area bewildered.
- Stage 5: Aura is strong enough to leave an entire village helpless with confusion.
- Stage 6: Extended proximity can reduce even a Toa to mindless babbling.
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- **Cyclone**
- Stage 1: Instinctively influences wind currents for speedy travel.
- Stage 2: Able to raise a defensive field of cyclone wind.
- Stage 3: Can project short cyclone blasts to blow away enemies.
- Stage 4: Has the ability to create small cyclone winds in a limited area.
- Stage 5: Can create a powerful cyclone wind, but not control its direction or duration.
- Stage 6: Has the power to create and control powerful cyclones at will.
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- **Darkness**
- Stage 1: Has the natural ability to become invisible in shadow.
- Stage 2: Can project a small field of darkness around itself.
- Stage 3: Travels in a large field of total darkness, making it difficult to strike or capture.
- Stage 4: Can snuff out any light in the area, whether sunlight, flame or lightstone.
- Stage 5: Can project spheres of darkness onto objects or creatures to temporarily blind a foe.
- Stage 6: Has the power to consume all light in a large area; only Takanuva's light is stronger.
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- **Density Control**
- Stage 1: Can briefly increase density to resist physical blows.
- Stage 2: Can focus density to protodermic hardness, becoming almost impervious to harm.
- Stage 3: Can decrease density for enhanced speed and agility.
- Stage 4: Has the power to become momentarily intangible.
- Stage 5: Has the ability to pass through matter at will.
- Stage 6: Complete control over own density and that of any object in physical contact.
-
- **Disintegration**
- Stage 1: Burrows by dissolving a path through metal, rock or ground.
- Stage 2: Can slowly corrode inorganic material from within a touch.
- Stage 3: Causes walls, floors and other fortifications to collapse by tunnelling through them.
- Stage 4: Has the ability to completely disintegrate rocks and plants on contact.
- Stage 5: Can completely disintegrate forged metals on contact.
- Stage 6: Has the power to reduce even protodermis to dust.
-
- **Dodge**
- Stage 1: Surprisingly difficult to catch.
- Stage 2: Fast enough to evade the most skilled disc-thrower on Mata Nui.
- Stage 3: Quick enough to crawl circles around an enraged Husi pecking bird.
- Stage 4: Able to dodge faster than a Tarakava's strike.
- Stage 5: Skilled enough to dodge even Pohatu Nuva's speed.
- Stage 6: Impossible to physically strike, no matter how swiftly or powerfully.
-
- **Elasticity**
- Stage 1: Has a stretchy, flexible body that is highly resistant to harm.

- Stage 2: Able to squeeze through narrow cracks and crevices.
- Stage 3: Has the ability to stretch several times its own length to climb over obstacles.
- Stage 4: Elastic enough to withstand and snap back from heavy blows.
- Stage 5: Can stretch around even sharp edges without harm.
- Stage 6: Can stretch incredible lengths in the blink of an eye to infect a faraway mask.
-
- **Electricity**
- Stage 1: Body emits mild, numbing shocks on contact.
- Stage 2: Uses painful sparks to incapacitate anything that it touches.
- Stage 3: Constantly surrounded by a protective electric field.
- Stage 4: Has the ability to extend its electric field around objects in physical contact.
- Stage 5: Can manipulate electric field to shock nearby creatures.
- Stage 6: Powerful electrical field can be controlled to surround or stun distant objects or creatures.
-
- **Fear**
- Stage 1: Creates feelings of vague unease in its vicinity.
- Stage 2: Manifests suspicion and paranoia in any being nearby.
- Stage 3: Causes any being nearby to inexplicably become very frightened.
- Stage 4: Has the power to temporarily freeze creatures with fear.
- Stage 5: Constantly emits a field of overwhelming terror.
- Stage 6: Has the power to bring fear to the hearts of even the Toa Nuva.
-
- **Fire Resistance**
- Stage 1: Cold and clammy surface provides protection from heat.
- Stage 2: Can burrow imperviously through the hot rock of Ta-Wahi.
- Stage 3: Able to survive short dips in the lava stream.

- Stage 4: Thrives in the magma flow of Ta-Wahi.
- Stage 5: Has the ability to invade the heart of a volcano unharmed.
- Stage 6: Strong enough to withstand the heat of Tahu Nuva's magma swords.
-
- **Gravity**
- Stage 1: Uses gravity to hold itself to objects, making it difficult to pick up.
- Stage 2: Uses gravity powers to pull small objects to itself across a small distance.
- Stage 3: Has the ability to pull large and heavy objects toward itself.
- Stage 4: Can increase or decrease the effect of gravity on an object by touch.
- Stage 5: Can use gravity to hold an object or creature to the ground from a short distance.
- Stage 6: Uses gravity control to crush any object in visual range.
-
- **Heat Vision**
- Stage 1: Burning hot to the touch.
- Stage 2: Can raise the temperature of objects through physical contact.
- Stage 3: Can heat objects to the boiling or melting point through touch.
- Stage 4: Has the ability to heat up nearby objects by staring at them.
- Stage 5: Uses short-range heat vision to ignite nearby objects.
- Stage 6: Powerful long-range heat vision can ignite any object within sight.
-
- **Hunger**
- Stage 1: Has the ability to sap small amounts of energy from the plants around it.
- Stage 2: Can leech some energy from small Rahi on contact.

- Stage 3: Has the power to completely drain the energy of a small Rahi.
- Stage 4: Can drain large amounts of energy from Matoran and Rahi.
- Stage 5: Can completely drain the energy of any Rahi, Matoran or other large creature.
- Stage 6: Has enough strength to drain the energy of a Toa.
-
- **Ice Resistance**
- Stage 1: Unbearably hot to the touch.
- Stage 2: Comfortable in the cold lakes around Ko-Wahi.
- Stage 3: Capable of tunneling through the ice of Mount Ihu.
- Stage 4: Able to endure short periods frozen solid in ice.
- Stage 5: Unaffected by long periods of freezing.
- Stage 6: Impervious even to the cold of Kopaka Nuva's ice blade.
-
- **Illusion**
- Stage 1: Shimmers in and out of sight as it moves.
- Stage 2: Can project an image of itself across a short distance to confuse enemies.
- Stage 3: Camouflages itself inside of a false image.
- Stage 4: Has the ability to create simple moving illusions in the nearby area.
- Stage 5: Has the power to project a realistic moving image.
- Stage 6: Can create and control multiple realistic illusions anywhere within sight.
-
- **Insect Control**
- Stage 1: Constantly surrounded and protected by a swarm of tiny, stinging insects.
- Stage 2: Able to summon small insects to attack its enemies.
- Stage 3: Able to control even large insects through physical contact.
- Stage 4: Able to control multiple insects without physical contact.

- Stage 5: Has the ability to summon insects from all across the island to serve its will.
- Stage 6: Powerful enough to control and command an entire hive of Nui Rama.
-
- **Invulnerability**
- Stage 1: Has a tough hide that makes it difficult to injure.
- Stage 2: Metal-like skin protects it from almost any physical harm.
- Stage 3: Possesses armor as strong as protodermis and limited resistance to heat and cold.
- Stage 4: Completely armored and immune to environmental extremes.
- Stage 5: Strong enough to resist the elemental powers of the Toa Nuva.
- Stage 6: Absolutely invulnerable to physical harm of any kind.
-
- **Laser Vision**
- Stage 1: Eyes glow with intensely bright light.
- Stage 2: Can focus light from eyes into a temporarily blinding beam.
- Stage 3: Has the power to fire beams of searing light from its eyes.
- Stage 4: Fires eye-beams that can burn through wood or soil.
- Stage 5: Fires eye-beams that can burn through stone and metal.
- Stage 6: Fires powerful eye-beams that can burn through solid protodermis.
-
- **Magnetism**
- Stage 1: Can use magnetism to cling to any rock or metal surface.
- Stage 2: Can draw trace metals from the ground to form a thin protective shell.
- Stage 3: Has the ability to create armor of tough spikes from surrounding rock or metal.
- Stage 4: Can hurl stone and metal fragments within a short range.

- Stage 5: Has the power to warp, shred or crush metallic objects on contact.
- Stage 6: Possesses magnetic powers strong enough to tear a slab of protodermis in two.
-
- **Mind Reading**
- Stage 1: Instinctive empathic ability prevents easy capture.
- Stage 2: Has the ability to detect and seek out nearby creatures for infection.
- Stage 3: Can evade any trap that a nearby pursuer is thinking about.
- Stage 4: Able to anticipate and instantly avoid attacks.
- Stage 5: Able to read and understand the thoughts of nearby creatures.
- Stage 6: Powerful enough to invade the mind of a Turaga or Toa.
-
- **Molecular Disruption**
- Stage 1: Molecular disruption field makes inorganic matter gradually melt away on contact.
- Stage 2: Tunnels slowly through solid rock or metal by disrupting molecules in its path.
- Stage 3: Has the ability to flee by melting instantly through the ground or walls.
- Stage 4: Can extend molecular disruption field to take large bites out of inorganic material.
- Stage 5: Disruption field is strong enough to make cave walls and Koro fortifications collapse.
- Stage 6: Has the power to utterly disintegrate any inorganic object with a touch.
-
- **Plant Control**
- Stage 1: Leaves a trail of slippery, unpleasant weeds wherever it slithers.

- Stage 2: Can cause plants to grow strong or wither away with a touch.
- Stage 3: Has the ability to grow a thicket of thorny, poisonous plants around itself.
- Stage 4: Can summon vines from the ground or wall to ensnare enemies.
- Stage 5: Can control any plant that it touches and use fast-growing creepers to spread infection.
- Stage 6: Has total control over any plants in the area.
-
- **Plasma**
- Stage 1: Superheated plasma coating protects body and aids in tunneling.
- Stage 2: Can drip plasma like acid to burn through surfaces.
- Stage 3: Has the ability to fire small jets of searing plasma.
- Stage 4: Can fling dangerous blobs of plasma with great accuracy.
- Stage 5: Can superheat objects on contact, melting them or absorbing their energy.
- Stage 6: Has the power to instantly melt any object into vapor.
-
- **Poison**
- Stage 1: Leaves a trail of sticky, sickly slime that is unpleasant to touch.
- Stage 2: Inflicts mild nausea on contact.
- Stage 3: Has the power to poison the ground so that plants cannot grow.
- Stage 4: Creates pools of toxic corrosion wherever it slithers.
- Stage 5: Makes any Rahi or Matoran severely ill on contact.
- Stage 6: Dangerously toxic even to a Toa.
-
- **Power Scream**
- Stage 1: Emits a constant high-frequency screech that cannot be heard but sets nerves on edge.

- Stage 2: Can emit short bursts of high-pitched sound that causes crippling headaches.
- Stage 3: Amplified scream can deafen and disorient other creatures for short periods.
- Stage 4: Power scream causes unconsciousness and can be heard for several Kio around.
- Stage 5: Power scream is strong enough to physically knock an opponent back.
- Stage 6: Power scream shatters stone and can be heard all across the island.
-
- **Quick Healing**
- Stage 1: Can enter a hibernation state during which minor injuries quickly heal.
- Stage 2: Rapidly heals mild injuries while awake.
- Stage 3: Quickly heals from any minor or moderate injury.
- Stage 4: Has the ability to repair any but the most serious injury.
- Stage 5: Immediately heals from any serious injury.
- Stage 6: Almost indestructible; if captured, can be used to heal the injuries of others.
-
- **Rahi (Animal) Control**
- Stage 1: Able to instinctively ward off attack by any Rahi.
- Stage 2: Has the ability to pacify low-intelligence Rahi.
- Stage 3: Can drive a Rahi into a violent rage or lull it to sleep at will.
- Stage 4: Can enlist the aid of nearby Rahi for transport, defense or attack.
- Stage 5: Able to totally control any Rahi through physical contact.
- Stage 6: Has absolute control over every living Rahi in the near area.
-
- **Shapeshifting**
- Stage 1: Can wriggle free of all but the strongest of grasps.
- Stage 2: Has the ability to slither through the smallest passages.

- Stage 3: Can flatten or stretch itself to several times its original size.
- Stage 4: Has the ability to mimic basic shapes for camouflage.
- Stage 5: Can take the form of a small creature or object at will.
- Stage 6: Has total control over its own shape, although its mass cannot change.
-
- **Shattering**
- Stage 1: Has the ability to tunnel through rock explosively.
- Stage 2: Can create blister-like ruptures in metal with a touch.
- Stage 3: Has the power to make solid objects fall apart on contact.
- Stage 4: Has the ability to shatter objects to pieces on contact.
- Stage 5: Can forcefully shatter rock or metal on contact.
- Stage 6: Has the power to create explosions in the immediate area.
-
- **Silence**
- Stage 1: Able to move and tunnel in complete silence.
- Stage 2: Projects an aura of silence that can disorientate or terrify an enemy.
- Stage 3: Can drain all sound from any object or creature with which it is in contact.
- Stage 4: Has the ability to absorb all sound in a small area at will.
- Stage 5: Can radiate aura of silence over an entire village.
- Stage 6: Aura of silence is powerful enough to temporarily deafen a Toa.
-
- **Sleep**
- Stage 1: Able to survive for extremely long periods in a state of hibernation.
- Stage 2: Physical contact slows reflexes and makes creatures groggy.
- Stage 3: Has the ability to put Rahi to sleep with a touch.
- Stage 4: Can cause any nearby creature to fall asleep.
- Stage 5: Has the ability to cause sleep in multiple beings across a small area.

- Stage 6: Has the power to instantly put an entire village into deep sleep.
-
- **Slowness**
- Stage 1: Extremely slow, but difficult to dislodge and highly resistant to physical harm.
- Stage 2: Able to anchor itself to a creature and rob it of speed.
- Stage 3: Temporarily slows down anything in which it comes into contact.
- Stage 4: Has the ability to slow down all movement in a small area.
- Stage 5: Has the ability to completely stop all movement in a small area.
- Stage 6: Able to rob even a Toa of all speed as long as it remains nearby.
-
- **Sonics**
- Stage 1: Uses sonic vibrations to shake itself loose if captured.
- Stage 2: Can use light sonic waves to shake any surface that it touches.
- Stage 3: Has the power to knock over objects with short sonic pulses.
- Stage 4: Can use strong sonic pulses to shake objects apart.
- Stage 5: Uses sonic blasts to pound or shatter nearby objects.
- Stage 6: Blasts distant objects with powerful waves of sonic force.
-
- **Stasis Field**
- Stage 1: Able to project a stasis field that protects it from any physical harm but freezes it in place.
- Stage 2: Can briefly freeze small creatures in stasis through physical contact.
- Stage 3: Can briefly freeze any creature in stasis through physical contact.
- Stage 4: Can briefly freeze any creature in stasis by making eye contact.

- Stage 5: Able to freeze any creature in stasis for a couple of days through eye contact.
- Stage 6: Has the power to freeze a creature in near-permanent stasis through eye contact.
-
- **Teleportation**
- Stage 1: Instinctively disappears and reappears a short distance in a random direction to evade capture.
- Stage 2: Can teleport a short distance in any direction at will.
- Stage 3: Has the power to teleport anywhere within close visual range.
- Stage 4: Can teleport to anywhere it can see.
- Stage 5: Can teleport through thin barriers even if it cannot see the other side.
- Stage 6: Has the power to teleport itself through any wall or other structure.
-
- **Vacuum**
- Stage 1: Uses vacuum powers to pull itself swiftly through cracks and tunnels.
- Stage 2: Has the ability to draw small objects toward itself.
- Stage 3: Can pull objects towards itself or blow them away.
- Stage 4: Fires concussive blasts of air across short distances.
- Stage 5: Can tear objects apart with powerful vacuum force.
- Stage 6: Has the power to create gale-force winds or instantly reverse their flow.
-
- **Weather Control**
- Stage 1: Moves hidden by a shroud of heavy fog.
- Stage 2: Uses short but powerful gusts of wind to buffet attackers.
- Stage 3: Has the ability to manipulate existing weather.
- Stage 4: Can create heavy rainstorms in the immediate area.
- Stage 5: Has the power to summon rain, hail or snow.

- Stage 6: Can manifest powerful, dangerous thunderstorms and blizzards at will.

Flee the Light (-200 cp, discount Kraata) All Kraata instinctively flee the light, understanding without knowing that it will destroy them. When you see a weapon, item or force that can destroy you, you feel this same terror.

Freedom (-400 cp, discount Kraata) Ironic for something that takes the freedom of others, but Kraata are virtually impossible to imprison. It took a great deal of effort for the Turaga to come up with a hidden stasis site, and they still all escaped. Likewise, you cannot be held forever, it's merely a question of when, not if, you will escape.

Shadow Leech (-600 cp, discount Kraata) Your powers of corruption have grown greatly, not only do you do so more rapidly, those you influence won't want to be free, and won't be without a powerful outside influence.

- **Destiny:** Even the strongest wills succumb to you in moments. You can also "corrupt" people to be benevolent, or fans of your favorite sport, or otherwise whatever you want.

Stalker (-200 cp, discount Rahaga, Rahkshi, Dark Hunter) You are a skilled hunter and tracker, the better to find and destroy your enemies. Also, half the stories are races to find some sort of artifacts, it's always much easier to let your enemies do the heavy lifting and running into traps and let them lead you to the prize.

Bombardment (-400 cp, discount Rahkshi) Melee combat is so often for chumps. Your powers work accurately at any distance you can see over, and you can blast objects over the horizon, though there will likely be some loss of accuracy.

Darkness Falls (-600 cp, discount Rahkshi) It is the nature of the Makuta to defy the destiny laid out for them, and Rahkshi are their foremost tool

in thwarting prophecy. Plot armor and destiny are no shield against you, nor can you presence or actions be foretold.

- **Destiny:** So powerful is your rejection of fate, pawns of destiny are far more vulnerable to you than they would be without plot armor, and are almost guaranteed to encounter you at some point, that you may see their destiny end.

Climber (-100 cp, free Visorak) Spider-thing, Spider-thing, does whatever a spider-thing can. You can scuttle up walls and along ceilings, barely any slower than over the ground.

Cowardice (-200 cp, discount Visorak) He who fights and runs away will live to savor his vengeance. You have an amazing instinct for when a plan has gone horribly wrong, and it's time to leave.

Loyalty (-400 cp, discount Visorak) Funny thing about the Visorak, you can order them to throw themselves to their deaths for no reason, and if they believe you have authority over them, they'll do it. Your superiors never doubt that you have that kind of immediate, unquestioning loyalty for them.

Ambush Predator (-600 cp, discount Visorak) The Visorak aren't the smartest or the strongest beings in the universe. But they can be the trickiest. You are immensely skilled in the placement of all forms of traps and ambushes, allowing you to destroy far larger and more powerful teams with just a little prep time.

- **Destiny:** Memetic Kobolds have nothing on your trap-making brilliance. No amount of caution, skill, enhanced senses of supernatural powers can reveal your traps or ambushes before the jaws spring shut.

Shadow Hand (-200 cp, discount Makuta) The hunger of the Makuta is not easily sated, and while they were created to give life, they can also rescind

it. You may launch a massive shadowy hand from your chest, to grasp and return a being who is then absorbed into you. If you can dominate their will and destroy their mind, you can add their strength and any special powers to your own.

Be warned, however, that if your target has a strong will to contest yours, they can weaken and distract you at a crucial moment, and perhaps even usurp your control over your now shared body.

Antidermis Form (-200 cp, discount Makuta) The Makuta have transcended their own bodies and exist now as energy bound within biomechanical shells. When your body is destroyed, you can leave behind an essence that will corrupt and/or possess others to survive.

You may use only mental powers while in Antidermis form, until you possess a host body.

Genesis (-400 cp, discount Makuta) The Makuta were made for a purpose, to create Rahi to balance the ecosystem. They later made use of this skill to create the Visorak, the Kraata/Rahkshi and more. You can also create animal life, even biomechanical animals, of a size and shape, intelligence and capabilities of your own design.

Inverted (-600 cp, discount Makuta) The Melding counterpart to Makuta Teridax has the power of light instead of darkness, with similar modifications like inspiring hope, courage and friendliness instead of fear and anger. If you wish, you can be a 'Light Makuta' like him, though it may be hard for others to trust you. Or you can otherwise take the opposite of any powers in this document.

- **Destiny**: Having the opposite of a power is fine, having both is better. Not only can you wield diametrically opposed powers, they synergize, like using fire manipulation to channel heat away even as

you freeze things. In general, your opposed powers display far greater range, breadth and nuance.

Professional (-100 cp, free Dark Hunter) A true professional does a job, and gets paid. You never have problems with people trying to cheat you of your due, nor in finding paying work.

Stalker (-200 cp, discount Rahkshi, Dark Hunter, Rahaga) You are a skilled hunter and tracker, the better to find and destroy your enemies. Also, half the stories are races to find some sort of artifacts, it's always much easier to let your enemies do the heavy lifting and running into traps and let them lead you to the prize.

Shadowed One (-400 cp, discount Dark Hunter) When you wish, your reputation spreads far and wide, that your name or title may be whispered in awe and terror, and even the most vicious of cutthroats will silence themselves at a word or glance from you.

Warrior-Born (-100 cp, free Skakdi) Once peaceful villagers like the Matoran, the Skakdi were altered to become powerful and aggressive. So much so, they've spent thousands of years fighting over "any three rocks." You are highly skilled in combat, at home in the chaos of a pitched mass melee.

Eye-Beams (-200 cp, discount Skakdi) After being altered by Makuta Spiriah, the Skakdi all developed some form of vision power, usually a way of attacking with a glance.

- **Future Vision** combat precog, see blurry ghost images of movement a second or two before they happen.
- **Heat Vision** much like the Dark Power, can ignite anything remotely flammable.
- **Impact Vision** blasts of sheer force can pummel through stone walls.

- **Infrared Vision** see heat as a glow.
- **Laser Vision** much like the Dark Power, can shoot lasers from your eyes that can melt through protodermis or weaker metals.
- **Spellbinder Vision** confuse and disorient anyone who makes eye contact.
- **X-Ray Vision** much like the mask-power, can see through objects and over great distances.

Additional Power (-400 cp) After Spiriah's meddling, some, but not all, Skakdi develop further unique powers. You may choose only one.

- **Adapt** When you lose a fight this power triggers, and your reflexes and powers evolve in such a way that the same trick/method will never work on you again. You have to actually lose first though, and not just throw the fight.
- **Duplicate** You can copy any power you've been hit with for a few minutes.
- **Golem** You can infuse your energy into any material to make temporary autonomous constructs who will fight beside you or run errands.
- **Mental** You can launch psionic blasts that can either cause excruciating pain, or instantly KO the weak-willed.
- **Prison** You can lock a single target in a forcefield bubble that negates any powers they might have. It doesn't take a lot of energy, but does require constant focus and attention to maintain.

Protodites (-600 cp, discount Skakdi) Zaktan, leader of the Piraka, once tried to lead a coup against the Shadowed One, was disintegrated but did not die. He had become a living swarm of protodite (basically nanites). Like Zaktan, you no longer have vital organs or biological needs, can recover handily from dismemberment or having great big holes blown in you,anything that leaves at least a third of your mass, and change your form to consume others as a swarm or slip through tiny cracks. Much like

Zaktan, though, you are restricted to your base form, or essentially animate sand.

- **Destiny:** Or you can just forget about restrictions. Your swarm self can reconfigure on the fly into whatever you need, or impersonate any person. Your protodites are capable of consuming matter and reproducing to provide you with more mass as needed, and if one small protodite lives, so shall you endure.

Under the Sea (-100 cp, free Barraki) You can breathe underwater and are perfectly adapted to living in the deepest depths of the ocean, from the lack of light to the pressure. Weirdly, this never seems to affect your ability to function on the surface.

Dominion (-200 cp, discount Barraki) The Barraki were true kings once, and ruled most of the Matoran universe. Choose one creature family, like bony fish or eels or birds, to recognize your dominion and obey your commands.

Death Touch (-400 cp, discount Barraki) You have immense strength, and can kill anything that lives with a touch. This is entirely under your control, no accidental activation.

King (-600 cp, discount Barraki) The Barraki were not just warlords, the League of Six Kingdoms was once the largest political force in the Matoran universe, and has not since been equaled. You have the charisma, and the skills to actually rule justly and well. Or oppress your people all the more effectively. Administrator or conqueror, you've a deft hand as either.

- **Destiny:** It is one thing to conquer a people. Quite another to have them beg to join you, recognizing the rightness of your rule. You have such charisma that not only do all recognize and respect you as a king, they can't help but compare you to their present leaders and feel they come up short. You are seen as a model ruler and a really

awesome person by default, and it will take a great effort by you to ruin this image.



ITEMS

Saga (free) All the games, toys, collectibles, books, comics, and movies making up the Bionicle franchise. Good way to figure out who is who and what is what without skipping to the Notes.

Copper Mask of Victory (free) Give out as trophies for sporting events, you have a powerless copper duplicate of any one Kanohi mask, to commemorate your time here. As a bonus, it can prevent any issues from losing your mask, like weakening and dying/going into a coma.

Kanohi Mask (-100 cp, first free Turaga, Toa) Many beings in this world wear some form of Mask. For the Matoran, if their faces are uncovered, they weaken, sicken and eventually die. For a Toa, their strength is halved and they may eventually fall into a coma. Even many Rahi (animals) have mask-like structures on their bodies. But while many masks are imitations of Masks of Power, you have and can use the genuine article, a mask that grants you a specific power while worn.

Up to twelve masks can be combined in a Suva shrine into a single Golden Kanohi mask with the combined powers of all its constituent masks.

- **Akaku** Mask of X-Ray Vision lets the wearer see through solid materials and at great distances.
- **Arthron** Mask of Sonar grants the power of echolocation. Handy for getting around in the dark, and isn't troubled by most forms of invisibility or illusion. Always on at a low level.

- **Calix** Mask of Fate lets the user perform always at their physical peak and alters probability so any physical stunt, like dodging a massive barrage of attacks, becomes far more likely than otherwise.
- **Elda** Mask of Detection wearer can sense hidden and invisible persons nearby, as well as artifacts of great power.
- **Faxon** Mask of Kindred copies the abilities of a single Rahi (animal) in your general environment.
- **Garai** Mask of Gravity grants gravity manipulation on par with a Ba-Toa. The best feat for such involved levitating a stadium larger than any on Earth.
- **Hau** Mask of Shielding forcefield lets you stop any attack you're aware is coming, but is useless against ambush, snipers and psychic attacks.
- **Huna** Mask of Concealment, invisibility, but your shadow still shows.
- **Iden** Mask of Spirit, astral projection for scouting or utility. Can possess robots or soulless bodies, and can use elemental or supernatural powers while possessing a body.
- **Kadin** Mask of Flight, exactly what you think.
- **Kakama** Mask of Speed, multiplies the user's movement speed. At one point a Toa ran about fifty miles in under a minute with it.
- **Kaukau** Mask of Underwater Breathing, allows the wearer to breathe underwater, shockingly.
- **Kiril** Mask of Regeneration, heals machinery, inanimate objects.
- **Komau** Mask of Mind Control read and control a single target's mind. Doesn't work on robots or the truly mindless.
- **Kualsi** Mask of Quick Travel allows teleportation, but you have to actually see your destination.
- **Mahiki** Mask of Illusion, creates illusory doubles or changes how other people see you.
- **Mask of Adaptation** constantly scans the environment passively and mutates the wearer to best survive whether underwater, in a

vacuum, etc. Mutations remain unless specifically changed, even if the mask is removed.

- **Mask of Biomechanics** grants the ability to control nearby machinery and tech with your mind. Cannot directly control cybernetics or technology that is part of a living being, but can slow it down.
- **Mask of Charisma** makes people much more inclined to hear you out, and give weight to your opinions, stops well short of actual mind-control.
- **Mask of Clairvoyance** grants visions of the future. You can't control what you see or when they come, but the mask will ensure they are almost always relevant and useful to you in some way. The future you see can be changed.
- **Mask of Conjuring** a 'blank' mask that can have whatever power you program into it. Some caveats, you cannot have more than one power active at a time, powers last fifteen minutes and cannot be used to grant permanent powers to yourself or others. Nor can they exceed the rough 'power level' set by other non-legendary Kanohi masks, which they can also emulate. You must verbally describe the power the mask is to have and its limitations, risking that enemies may overhear. Still, a most formidable and versatile mask, even within these limitations.
- **Mask of Emulation** allows you to copy a single power of another being. You may only have one copied power at once, it can take up to a few minutes for the mask to scan and emulate the ability, and once you stop using it, it's gone. However, doing this again with an ability you've already copied goes much quicker.
- **Mask of Fusion** the user can forcibly fuse into a larger being with the powers of themself and their partner/victim. The mask-wearer has a tremendous advantage in asserting control over the shared entity, but strong-willed people can wrest it back. Also good at maintaining similar fusions in the face of powers that can break them up.

- **Mask of Growth** allows the wearer to ignore square-cube law and expand up to sixty feet (18 m) in height with strength and durability growing proportionally.
- **Mask of Healing** can cure diseases and mend wounds, even insanity if the cause is physical, but cannot fix viruses, undo spiritual corruption or reverse mutation.
- **Mask of Intangibility** allows the user to phase through solid objects and avoid attacks.
- **Mask of Possibilities** probability manipulation, directly and consciously raise or lower the probability of events occurring before your eyes. Can do only so much, so don't expect lightning to just strike down your foes.
- **Mask of Psychometry** the user can witness past events by touching an inanimate object, especially important or emotional moments are the easiest.
- **Mask of Rahi Control** the wearer can summon and mentally dominate Rahi (Animals) of all types, whole groups at once. Less effective against insectoid types, where all the wearer's focus must go into controlling just one.
- **Mask of Rebounding** thrown items return to the wearer after hitting or missing the target.
- **Mask of Sensory Aptitude** greatly enhances all the senses, even balance. Doesn't enhance vision as much as dedicated masks for that.
- **Matatau** Mask of Telekinesis telekinetic strength enough to smash through stone walls and throw people to the top of skyscrapers.
- **Miru** Mask of Levitation allows one to float, hover and glide. Can stop you from falling completely, but not lift you up any.
- **Olisi** Mask of Alternate Futures can grant visions of alternate universes and possible futures, at the prompting of the wearer. Can trap people in these visions.
- **Olmak** Mask of Dimensional Gates opens portals to pocket dimensions and alternate timelines.

- **Pakari** Mask of Strength multiples the user's physical strength many times over. Just how much is unclear, but hefting and throwing car-sized boulders with one arm is certainly possible. Also the wearer is stronger than a user of the Mask of Growth.
- **Pehkui** Mask of Diminishment wearer can shrink down to a minimum of six inches tall (15 cm) while keeping their full physical strength and power, but not their mass and weight.
- **Rau** Mask of Translation wearer understands any written or spoken language.
- **Rode** Mask of Truth, truesight and lie-detection.
- **Ruru** Mask of Night Vision see in the dark, the mask can also emit light to help others to see, or blind an attacker.
- **Sanok** Mask of Accuracy, grants perfect accuracy with all ranged weapons or thrown objects.



Toa Tool (-100 cp free Toa) You have a finely-made protosteel weapon(s) that can double as a tool or means to navigate your environment. Like a sword that comes apart into ice skates, or joins into a skyboard. Twin swords that form glider wings, climbing hooks, etc. etc. Serves as a fine focus and channel for your elemental or other supernatural powers, giving you a little more control.

Exo-Toa Armor (-200 cp discount Toa) A large and sturdy set of power armor, Exo-Toa double the user's physical strength while rendering them almost impervious to harm, with a grasping/digging claw and powerful electro-rocket for weaponry. Only a being at least as powerful as a Toa can harm one. However, the armor does inhibit elemental and other supernatural powers while worn. Fortunately, the armor can be automated to fight alongside the user, or left as a sentry.



Kanohi Nuva (-200 cp, discount Toa) An upgrade to your Kanohi Mask(s) allowing you to share their powers with up to five nearby allies. For masks with variable powers (Faxon, Emulation, Conjuring, etc.) The wearer decides the power and shares it.

Adaptive Armor (-400 cp, discount Toa) A magnificent set of armor that scans your and optimizes itself to your environment, whether crushing depths, lava rivers, deep space. Also has a flight mode, and a ranged weapon that also adapts.

Golden Toa Armor (-600 cp, discount Toa) A sort of weapon of last resort, if nothing else remained to protect the Matoran. When worn, the six pieces of the Golden Armor allow the user to absorb and purify all forms of infection/corruption. This has the side effect of allowing the wearer to

use any powers possessed by the corrupted, but only while wearing the armor.



Staff (-100 cp free Turaga) A staff of office that can double as some form of weapon or tool. It might be a hammer, pick, or trident. It may even have a perpetual flame going and so serve as a torch.

Rahi Companion (-200 cp, discount Turaga) You have a Rahi that follows you around and helps you, whether a small beetle, a hawk or a mighty Kane-Ra. Counts as a follower in future Jumps.

Great Telescope (-400 cp, discount Turaga) A great read crystal on an arm. When you look into the telescope you see stars highlighted in various colors. Around the base are inscribed a dozen constellations, prophecies of major events in this universe. When you see the right constellation, the prophecy is nigh.

Toa Stones (-600 cp, discount Turaga) As a Turaga you were a Toa who fulfilled your destiny and surrendered your power. But you didn't give it up for nothing. These six stones, inserted into a Suva, can transform the people placing them into Toa with an element and mask appropriate to their personality. This becomes an alt-form for them, in future Jumps a Suva will be created in your Warehouse/Personal Reality. These are restored at the start of each Jump.

Kanoka Disk (-100/300 cp, FREE Matoran) A weapon all the Matoran of Metru Nui used to carry for sport and defense, a protodermis frisbee which can be combined with others and carved to make Kanohi masks. Each bears a three-digit numerical code. The first digit describes where it was forged, and its aerodynamic properties.

- 1. Ta-Metru, flies with extra force
- 2. Ga-Metru, the thrower can mentally adjust its course
- 3. Po-Metru, very good at deflecting other disks and projectiles
- 4. Ko-Metru, automatically dodges obstacles to target
- 5. Le-Metru, has fantastic range
- 6. Onu-Metru, returns to thrower if missed or stopped

The *second* digit describes what happens when it hits a target.

- 1. Reconstitute at Random: random transformation
- 2. Freeze: encases target in ice
- 3. Weaken: drains people of strength, can collapse structures
- 4. Remove Poison: cures target of any poison or venom
- 5. Enlarge: makes targets bigger
- 6. Shrink: makes targets smaller
- 7. Regenerate: repairs inanimate objects
- 8. Teleport: teleports to a random location
- 9. Variable: created when disks are combined for mask carving. It's really unclear whether they have any special power, but apparently levitation disks are used to make airships work.

The *third* digit is a simple power rating, 1-8. How much does something shrink/grow? How long do the effects last? How big is the radius for teleportation? Only power level 7+ are suitable for making masks with powers. In any case, take a disk for free/100 cp, designed to your liking, or one of each possible combination (around 400) for 300 cp, discounted to the Matoran.



Tools (-200 cp, discount Matoran) A set of tools, perfect for each and every crafting skill you know, from cooking to mask-making. Self-clean and repair, and are replaced the next day if lost or destroyed. Expands as your skillset does.

Boxor (-400 cp, discount Matoran) A power-lifter and exo-suit built from a Bohrok, a Boxor has a fearsome punch that can unmask the average opponent, and lay low a Bohrok.

Metru Nui (-600 cp, discount Matoran) The City of Legends, a shining testament to what the Matoran can truly accomplish. In the center lies the Colosseum, far larger than any terrestrial stadium with variable environment controls. Ta-Metru is a bustling industrial sector, Ga-Metru full of parks and schools and temples, Ko-Metru towering ice spires for astronomers and philosophers, the Onu-Metru Archives contain samples of every technology and living thing found in the universe, while Po-Metru has an endless field of sculptures, and Le-Metru is a transport hub overseeing the chutes that can move any cargo across the city in minutes. There are endless mysteries to explore and treasures to uncover. Just be careful, for things are rarely quite as they seem.



Empty Bohrok Shell (-100 cp, free Bohrok) A Bohrok body, sans Krana. Needed for a Bohrok to actually move and do things, otherwise a fascinating study in robotics.

Bohrok Va (-200 cp, discount Bohrok) Matoran-sized robots who can scout and carry objects, like Krana, for you. All six varieties, and plans to make more.

Mysterious Cube (-400 cp, discount Bohrok) A floating cube that can raise the dead, but you must acquire six symbols scattered in dangerous places throughout the world to work it.

Bohrok Nest (-600 cp, discount Bohrok) Your very own swarm! Over a thousand Bohrok hibernate in this honeycombed dome, awaiting only your invitation to burst forth. Any losses are replaced within the week. Remember, wake one, and you wake them **all.**



Duplicate Keystone (-100 cp, free Actual Order) a replica of the shattered key to the Codrex, the most important and secure facility in the entire Matoran Universe. In future Jumps, this gets you into one secure area you choose at the Jump's beginning.

Protosteel Weapon (-200 cp, discount Actual Order) Like the Toa item, you have a versatile personal weapon. Unlike theirs, yours is made of protosteel, the hardest material in this universe, and is virtually indestructible. Does replace itself if actually destroyed, of course.

Staff of Artakha (-400 cp, discount Actual Order) A staff with the power to heal anything and everything, living or inanimate, up to the size of the Great Spirit Robot and over a massive area. Cannot penetrate especially thick or strong shielding, such as surrounds Karda Nui.

Nui Stone (-600 cp, discount Actual Order) A glowing red gem, rather like a Toa stone. It siphons just a tiny smidge of energy from every Toa (or similar empowered or enhanced being) within a 2,550 mile radius (4,110 km) to empower the bearer with the strength of dozens or hundreds or more Toa. The Nui Stone cannot grant you new powers, but can drastically increase the strength and range of existing ones, or serve as a backup when your internal energies run low, depending how much energy it has absorbed.

Forbidden Kanohi Mask (-100 cp, first free Makuta) There are a number of Kanohi masks which the forces associated with Mata Nui consider immoral for one reason or another. Naturally, the Makuta have no such compunctions.

- **Avsa** Mask of Hunger rapidly drains strength/lifeforce from targets. Unlike the power of the same name, the mask can let you drain "moral light" from a target, twisting and corrupting them, and creating a barrier so no fresh light can enter.

- **Craast** Mask of Repulsion allows the user to repel a single target with great force, and even fly by repelling the ground. Forbidden as the user can repel nature.
- **Felnas** Mask of Disruption, the wearer touches a target and causes their power to run out of control.
- **Jutlin** Mask of Corruption entropic power causes inanimate objects to age and crumble to dust in moments.
- **Mask of Aging** makes targets old and feeble, temporarily or with enough exposure permanently. Can age inanimate materials away with enough time and focus, but it takes several minutes to hours.
- **Mask of Incomprehension** Scrambles targets' ability to understand the written or spoken word for ten minutes. Can't do anything about hand-signs.
- **Mask of Mutation** causes permanent physical changes to others at short-to-medium ranges. Can undo such transformations if the wearer understands what was done or how the being's physiology is supposed to work. Cannot be used on self. Not 'forbidden' as such, but deeply unpopular, as Toa consider situations for legitimate use rare, weighed against the jaw-dropping potential for abuse.
- **Mask of Scavenging** drains the residual embers of life-force from the recently deceased, very slightly but permanently enhancing the strength and capabilities of the user. Forbidden because it incentivizes murder.
- **Mask of Undeath** siphons off a tiny bit of life-force each day, to reanimate the wearer if they're killed. Zombie wearers think and move slower, but otherwise retain their faculties.
- **Mohtrek** Mask of Time Duplication summons past instances of the wearer, potentially hundreds. However their memories are erased when sent back, and any injuries or death could alter your own history. Forbidden for perverting the flow of time and the great risk.
- **Shelek** Mask of Silence renders a single target deaf and mute, greatly simplifying quiet takedowns. Disliked largely for association with the Makuta and more unpopular than outright forbidden.

- **Tryna** Mask of Reanimation raises the dead as necromantic minions. The more reanimated at once, the more focus is required, with armies of hundreds requiring the user to withdraw from the field and meditate. On the other hand, one or a few huge monsters is easily doable.



Toa Hagah (-400 cp, discount Makuta) In older times, each Makuta was assigned an elite team of six guardian Toa, each with an impenetrable shield with an elemental rhotuka spinner, and a spear that let them wield their elemental powers with great precision. Whether through loyalty or mind-control, yours remains at your side.

Antidermis Pool (-600 cp, discount Makuta) A pool of Makuta essence. This acts as a virus suppressing free will in the weak. Brotherhood forces can regenerate here, and they and others may find their power or aggression temporarily buffed after a dip. It also serves as an excellent oracular device, granting startling insights into the universe, and being useful for scrying.

Rhotuka Spinner (-100 cp, first free Visorak, Rahaga) All life in the Matoran Universe (the Great Spirit robot) can produce spinning wheels of energy, it's just that most don't do anything. Not so for you, you have an organ, or a tool that focuses these rhotuka wheels into something useful, and lets you launch them. If you have an elemental affiliation, your spinner includes that. If you are a Visorak, you get one paralysis spinner and one free choice. Rahaga gain one free choice.

If you have multiple rhotuka abilities, you may choose which one(s) apply while charging the spinner, but can't change it after letting fly.

A Rhotuka user can "fly" short distances by charging a spinner with no effect, and catching it immediately after launch, thus being pulled along its trajectory.

- **Absorb Power** steals one power temporarily from the target, then returns to user who gains that power for a few minutes.
- **Acid** splashes acid that can melt any solid substance
- **Blindness** blinds target
- **Bolo** flies low to the ground and knocks legs out from under target
- **Boomerang** attaches to small target then flies back with it
- **Burn** causes great, almost always disabling, pain
- **Dark Field** opens a portal to the Zone of Darkness, a pocket dimension inhabited by an incredibly powerful monster, Zivon
- **Deafness** deafens target
- **Dematerialization** target turns intangible for ten seconds.
- **Disruptor** de-powers target temporarily, can negate energy like forcefields or fire
- **Feedback** your spinner includes a shield or shell that absorbs energy, then lets you launch a rhotuka of the same effect
- **Flight Negation** target loses the power of flight, doesn't matter if it's natural, supernatural or technological
- **Floater** target helplessly floats to the surface of the water
- **Food** energy can sustain targets in place of food/drink
- **Healing** heals target
- **Loss of Coordination** target becomes clumsy and ungainly
- **Madness** introduces chaos into a target's mind, permanent
- **Mind Scramble** confuses target
- **Mutation** transforms target permanently, can be guided a bit but is essentially random
- **Muteness** silences target

- **Numbness** target loses sensation, making escape harder
- **Obedience** target becomes highly suggestible and docile for about a minute.
- **Paralysis** paralyzes target
- **Seismic** violently shakes target, can cause small quakes if aimed at ground
- **Shock** traps target in a slowly shrinking electricity cage
- **Silent** impact as Paralysis, but flies noiselessly and stealthily
- **Sleep** target falls asleep
- **Slow** drastically slows target
- **Snag** sticks to target, binds legs in energy ropes
- **Snare** wraps target in a net of energy ropes.
- **Stasis** target is frozen in time briefly
- **Swelling/Dehydration** underwater targets swell and float, on land targets dry up and crumble to dust
- **Thermal** absorbs heat energy in flight, releases as a burst of flame on impact. Hotter and bigger the longer the flight time
- **Time Knock Back** causes target to think and move on a 1-10 second delay
- **Vertigo** target loses all sense of balance



Visorak Battle Ram (-200 cp, discount Visorak) A great siege tower that strides somewhat ponderously on four legs, with an inbuilt catapult and battering ram, this is a siege warfare trifecta.

Zone of Darkness (-400 cp, discount Visorak) Used in canon to contain the mighty Zivon, you have a Zone of Darkness, a pocket dimension the size of a small island to store your stuff or imprison your enemies. You may create portals to this lightless realm at will.

Heart of the Visorak (-600 cp, discount Visorak) A golden gemstone. Placed on the ground it will summon the entire Visorak Horde to the spot. The Visorak will then obey you.

Zamor Launcher (-100 cp, first two free Skakdi) Designed long ago by the Nynrah Ghosts, these launchers shoot a hollow sphere filled with liquid, gas or energy that phases at the moment of impact, injecting the contents directly inside the target's body. Carries four rounds.

- Green-black antidermis spheres mind-control the target
- Yellow-green make the target's fears momentarily real
- Also yellow-green protodermite spheres shrink a target permanently to microscopic size.
- Variable color Energized Protodermis spheres free the target from mind-control
- Yellow-orange spheres weaken a target's weapons, causing them to do far less damage
- Blue spheres steal the target's power
- Blue-White are stasis spheres, freezing the target
- Gold spheres reset powers, removing buffs/debuffs and returning stolen powers to their owner
- Silver spheres link the target and the next nearest living thing in an unbreakable energy chain for a day
- Black mark a target. You can then release an energy pulse and sense their precise range and direction.

Nektaan (-200 cp, discount Skakdi) A dozen robots consisting more or less of a zamor launcher turret on legs or a floating platform. Named for the Skakdi leader who first imported them, and an important part of local

warfare ever since. Comes in defense, combat, and scout modes, plus unarmed debuff and repair drones. Plans for more included.

Spear of Fusion (-400 cp, discount Skakdi) A spear that can fuse two or more (at least nine, in canon) beings into one hybrid form, and split them apart. Or split an existing being into multiple weaker ones. Or reattach things that have broken off.

Vanisher (-600 cp, discount Skakdi) A great teleportation device that can open portals anywhere on the same planet. Doesn't allow you to check out the site first, but details, this is great for getting around quickly and despite security. Now if only it were portable.

Squid Launcher (-100 cp, free Barraki) Sort of a slingshot launching the squids. These Mahri Nui squid may be small, but they have a fierce bite, latch on, and start rapidly draining the lifeforce of their victims. Naturally comes with an unlimited supply of squid.

Airweed (-200 cp, discount Barraki) An underwater plant that actually grows bubbles of breathable air. These little bubbles can be joined into larger bubbles, even enough for underwater cities, though they must from time to time be reinforced or refreshed with new bubbles. Comes with hydruka for the daily harvest.

School (-400 cp, discount Barraki) A vast group of sea-Rahi. If you can control a form of sea life, then that type by default.

The Pit (-600 cp discount Barraki) The Order of Mata Nui's inescapable prison, and to be fair, it really did take a world-shattering event to breach its security, Yours has been fixed up to its prime, is self-sufficient in terms of supplies, and has a full staff- jailer, guards and a teleporter to bring people to and from the otherwise inaccessible prison at your whim. Still only has room for three dozen occupants.

Legendary Kanohi Mask (-400 cp) Unique and extraordinarily powerful masks controlling fundamental forces of the Bionicle universe. Much of the plot involves conflict over who has one or more, so it's your choice if you possess the original or a duplicate. Unlike their lesser brethren, Legendary Masks cannot be combined with others, except for the Avohkii and Kraakhan, and then only with each other.

- **Avohkii** Mask of Light, grants power over elemental light equivalent to a Toa, the ability to create holographic illusions, turn invisible, move at lightspeed and create lasers strong enough to melt protosteel. The mask boosts all light-manipulation abilities by an order or magnitude at least, and changes the wearer's primary element to light. Finally, the mask can be used to sense moral light, goodness, in a person, to encourage it and bring understanding into their hearts.
- **Ignika** Mask of Life, created to save Mata Nui's life should the worst happen, the Ignika is sapient and judges all who pursue its awesome power. The mask controls life force and can heal, kill, mutate, evolve, devolve, age, de-age, enlarge, shrink, fuse, separate, shapeshift, empower, de-power or create life on a vast scale. In at least some circumstances it can resurrect the recently deceased.
- **Kraahkan** Mask of Shadows, grants power over elemental darkness, including shadow blasts and shadow teleportation, changing the wearer's primary element to darkness, and enhancing all darkness-manipulation powers by an order of magnitude or more. Finally, the mask can be used to sense evil in others, and fuel their anger or fear.
- **Mask of Creation** worn by Artakha, unseen 'brother' to Mata Nui and resident of the hidden island of the same name. The mask gives the ability to foresee anything that can be built from available materials and precisely how to put them together, and is linked to Artakha's boundless imagination. Using the mask requires tremendous willpower and mental discipline.

- **Mask of Ultimate Power** what's this reboot garbage doing here? Ah well, this mask grants Toa-like power and control over the six essential elements: Earth, Stone, Water, Ice, Fire and… Jungle? Really!? We'll just call that one plant life. You are powerful enough with all of these to destroy an Okoto/Mata Nui sized island. Look just… try not to blow up anything you'd miss.
- **Vahi** Mask of Time, with the power to selectively slow, speed up or even freeze time. Could theoretically be used for time travel, but it never happened in the series. However, any use of the Vahi involves channeling forces as great as the universe, even the most strong-willed and disciplined of beings struggle, and the slightest distraction or weakness would result in the wearer, and then the universe, being unmade. Are you *absolutely sure* you want this?







Prototype Great Spirit Robot (-2,000 cp) A massive humanoid starship capable of immense feats of gravity manipulation, with lasers strong enough to eradicate mountains with ease. The outer casing is a nearly-invulnerable alloy of protosteel and Exsidian. You may pilot it manually or upload your consciousness. In the latter state you are virtually omnipotent, though not simultaneously aware of all things, within the robot's frame. This was a system meant to pull in moons and reshape worlds, a terrifying amount of power for any one being to wield.



DRAWBACKS

Legends of Metru Nui (+0 cp) By default you start where the story does, with six Toa washing up on the beaches of Mata Nui. If you take this, you will instead begin a thousand years before, as Toa Lhikan searches for worthy successors and it's *just* about possible to prevent Mata Nui from being cast down to sleep if you hurry. Maybe.

Archived (+100 cp) Override your location, you wake in a deep vault of the Onu-Metru Archives. Have fun dealing with the various specimen containment systems, archivists, and roaming monsters.

Illiterate (+100 cp) Normally, your ability to read the Matoran language, as well as speak it, would be assured. No longer. Somehow you just can't figure out this crazy letter-substitute cypher, no matter how hard others try to explain or show you. Let's hope that rock in Le-Koro didn't say anything important.

MNOG (+100 cp) It seems you can't get anywhere or do anything in this world without solving a puzzle or riddle, or scoring five goals in a kohli

match, or picking up a lightstone somewhere, or getting a Turaga's permission by doing him one small favor… Expect life to be a bit more frustrating anytime you try to go somewhere you haven't been.

Outcast (+100 cp) Your village, or group, will have nothing to do with you. You will fight alone or with your companions, but never the support of your background.

Zyglak (+200 cp) Outcast creatures, byproducts of the experiments to create the Krana. The Zyglak are fierce amphibious warriors, much physically stronger and tougher than a Toa. They're just about invulnerable to elemental powers, carry a virulent plague and all wield bone spears and knives that disintegrate the target. They're furious at you and will come after you.

Morbuzakh (+200 cp) Your starting island is slowly being overgrown by Morbuzakh vines, linked to a sapient king root. Unless you act, the island will be overgrown in six months. If you flee, the cycle will start over, you will need some rare powers or weapons to overwhelm and destroy the king root.

Great Kanohi Dragon (+200 cp) There is a legend of a golden flying serpent, whose scales are every kanohi mask under the sun, granting their powers. Well the Great Kanohi Dragon is very real, at least competitive with most huge boss monsters in this universe before all the mask powers are figured in, and it's coming for you.

Hordika (+300 cp) Perhaps you were bit by a Visorak or lost a fight with Roodaka. Either way, you've changed, mutated into a horrifying bestial form. Mask powers will not work for you, and you must struggle constantly with your animal instincts, your fear and rage.

Shadowed (+300 cp) It may have been a shadow leech, or anything with the Hunger power, but your light has been significantly drained. You lose your temper easier, have less objection to morally dubious things, and your elemental powers are halved.

The Game (+300 cp) Your energy reserves are very low, you've got maybe four or five attacks in you. You can conjure a bubble shield that lasts about half a second and absorbs energy, and this is the only way to recharge.

Jumper Symbol (+400 cp, cannot be taken with **The Legend Reborn**) On your starting island is a Suva shrine, and on your arrival, a mysterious symbol, a stone tile, appears hovering and rotating above it. This is your Jumper Symbol and contains your out-of-Jump powers. While it remains there, everything is fine, if removed you lose your powers until and unless it is restored.

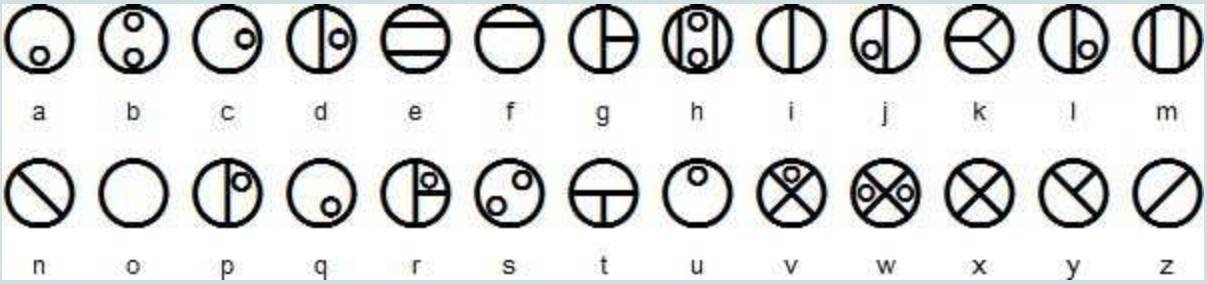
The Legend Reborn (+600 cp, cannot be taken with **Jumper Symbol**) Imagine a fallen god having to start over and build themselves up from nothing. Well, now you don't have to imagine! You start with none of your powers, gear or allies, only what you purchase in the Jump document, and you'll have to largely figure these out on your own. The good news is you can regain all these things in time, but only with suitably epic quests.

END

Return- One story ends, that of a journey. A new story begins, that of a Jumper who returned home.

Remain- Who knows what form things may take, particularly with your changes? It's a thrilling time to be alive in the Bionicle universe.

Proceed- Light reveals itself. Your destiny, Jumper, is far from complete. See you… out there.



Notes: Greg Farshtey once described elemental power like this. The average Matoran has the equivalent of an old lantern, a Turaga a 100 watt lightbulb. And in this metaphor a Toa's elemental power is like the *sun* (as seen from Earth) totally overpowering in comparison.

The story of Bionicle is a multimedia project with comics, books, and online videos, plus multiple games, with story arcs each lasting one year in realtime, to conform to the release of the toys.

'01: The Toa Mata (Tahu, Gali, Kopaka, Onua, Pohatu & Lewa) wash up on Mata Nui, are greeted by six different Matoran villages under siege by Rahi controlled by the Makuta using corrupted masks. They quest for Kanohi Masks to form golden masks, then venture into the Makuta's lair beneath the Kini Nui and defeat him.

'02: After falling, Makuta unleashes a new plague on Mata Nui: The Bohrok, legions of robots setting out to scour the island of all life. The Toa confront the Bahrag queens of the swarm in their new Exo-Toa suits and after failing combine their elemental powers to seal them away. The Toa fall down chutes of energized protodermis and are reborn as the Toa Nuva, more powerful than ever. The team splits though, as most of the Toa feel a single Toa Nuva is a match for any threat, over Gali's objections.

‘03: The Toa Nuva are reunited after six elite and independent Bohrok, the Bohrok-Kal, steal their Nuva symbols and elemental powers from the villages, to bring them together and free the Bahrag. They fail, but moments before the swarms can awake, Tahu pulls out the Vahi mask of time- gifted to him by Turaga Vakama and literally buys them time. Gali has the team meditate on their symbols and overload the Bohrok-Kal with more elemental power than they can control.

Now the Toa grow arrogant and disunited again. Takua the Chronicler (protagonist of the online game, and unknowing Av-Matoran) finds a new golden mask, the Avohkii Mask of Light, and he and Jaller set out in search of a destined Toa of Light. They crisscross the island, stalked by Rahkshi, until the Toa get their act together and Takua dons the mask,becoming Takanuva, the Toa of Light, and confronts Makuta. In their struggle, the two fuse into one being who opens the way for the Matoran to return to Metru Nui, their forgotten homeland and theoretically wakes the Great Spirit.

‘04: Before the Matoran can journey to their lost home, the Turaga tell the story of how they were once Toa themselves, the Toa Metru. Six Matoran laboring at ordinary jobs, chosen at seeming random by Lhikan, the last Toa of Metru Nui. It’s strongly implied they were diversions from his real choices, but it turned out to be a double fake-out for the Dark Hunters stalking Lhikan. The Toa Metru (Vakama, Nokama, Nuju, Whenua, Onewa & Matau) quested for the six Legendary Kanoka Disks to defeat the threat of sapient Morbuzahk vines overgrowing the city. Then Turaga Dume declared them impostersm siccing Metru Nui’s robotic Vahki Enforcers on them, as well as the Dark Hunters. On the run, the Toa learn to access their mask powers and that Dume was replaced with Makuta, who casts his spell of sleep over Mata Nui and ensnares the Matoran. The Toa Metru seal away Makuta, evacuate the Matoran to the island Mata Nui, and give up their Toa powers to awaken them all, but with no memory of their

former lives. Vakama forges the Vahi from the six Legendary Disks and later loses it into the sea facing Makuta.

‘05: Storytime still isn’t done, between escaping and waking the Matoran, the Toa Metru actually had to make a couple trips back. First to collect most of the Matoran they had to leave behind, and they find the city overrun by Visorak, are captured and mutated into half-Rahi Toa Hordika. Vakama goes dark side for a little bit, while the others are mentored by another group of mutated former Toa, the Rahaga, to seek a legendary Rahi named Keetongu who can fix them. Ultimately, the Toa Hordika get Vakama back and defeat the king and queen of the horde, Sidorak and Roodaka, but it was in part a trick. Roodaka carried a sliver of the Makuta’s seal and by hitting her with all their powers, and some weird sympathy effect, Makuta was freed.

Later, Vakama has a solo adventure coming back to recover the Vahi, while Dark Hunter and Makuta forces clash in the streets over it, and even briefly allies with Makuta against the Shadowed One.

‘06: Back to the present, the Matoran are settling into their new lives as an advanced civilization, but something is wrong. It’s been a long time since anyone saw a Toa besides Takanuva, and the Turaga get shifty whenever the topic comes up. After some brave Matoran lead a general strike, the Turaga confess that Mata Nui the entity was not just asleep, he’s dying and can only be saved by the Ignika mask of life, which the Toa Nuva have gone questing in distant lands for. Six brave Matoran pass through a long lightless tunnel, and escape Karzahn, to find Voya Nui. They are struck by lightning from the Red Star and turn into Toa, the Toa Inika (Jaller, Hahli, Matoro, Nupari, Hewkii & Kongu). On Voya Nui, the Toa Nuva were defeated and imprisoned by a group of renegade Skakdi Dark Hunters calling themselves the Piraka, who themselves are impersonating Toa to the gullible and increasingly mind-controlled Matoran of the island. The

Piraka are eventually defeated, but the Mask flies off and down deep into the waters, to Mahri Nui.

‘07: The Toa Inika chase the Mask into the deeps, and mutate into underwater forms, the Toa Mahri. They must protect the Matoran of Mahri Nui from the Barraki, mutant warlords escaped from the Pit. Plus Makuta, in the background playing his games, and one of the first Toa seeking the mask for his own selfish reasons. Ultimately, the Toa Mahri sever the Cord linking Voya Nui to the undersea area, letting the island sink back into its rightful place inside the Great Spirit Robot, while Matoro darks inside the resulting hole and dons the Mask, giving his life to save Mata Nui.
Meanwhile, the Toa Nuva are given a list of tasks to tidy up the place for Mata Nui’s revival, including unleashing the Bohrok and recovering the Staff of Artakha. Artakha himself gives them adaptive armor and teleports them to Karda Nui. The Toa also learn there are actually a couple dozen Makuta, their longtime foe being named Makuta Teridax.

‘08: The Toa gear up for a final battle with the Makuta, six of each in Karda Nui. Half the Toa take to the skies, half to the swamp, seeking fragments of the Keystone that will open the Codrex dome. The local Av-Matoran are also being corrupted. The Ignika has formed a Toa body based on Matoro’s and after the Toa access the Codrex and see where they were created, gives his life to revive the Great Spirit.

Meanwhile, Takanuva is half-corrupted by a Shadow Leech and goes on a multiverse-hopping adventure to reach his comrades. The Toa Mahri are transported back to Metru Nui, and the Piraka fuse into a powerful entity that enthralls the team and leads them through a mysterious portal.

There are celebrations on all the islands, cut brutally short when the very stars form the image of Teridax. It seems this was his plan all along, to let

the Toa win and steal control of the Great Spirit Robot. Mata Nui's consciousness is forced into the Mask of Life and ejected.

'09: The Mask crashes on Bara Magna, and forms a body for Mata Nui, who befriends a Scarabax Beetle and then an Agori. Eventually forming an alliance of Glatorian to become his new Toa, he defeats the Rock Tribe, discovers pieces of a prototype Great Spirit Robot and convinces his new allies to join them together.

'10: Mata Nui uploads himself into the robot and faces off against Makuta, while Toa and Glatorian engage in a sprawling battle with Makuta's Rahkshi and Skakdi. Mata Nui creates the Golden Toa armor to help, and Makuta scatters it across the battlefield, necessitating one last scavenger hunt. Tahu slays all the Rahkshi with the Golden Armor, distracting Makuta at a critical moment so Mata Nui can drop a moon on his head.



With the two moons fallen, restoring water and plantlife, Bara Magna is reborn as Spherus Magna 2.0. The Toa, Agori, and Matoran spill out over this lush and verdant new home, but so do half of all the villains to date.

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'15: The Reboot- Once Ekimu and Makuta were great mask-makers until Makuta grew jealous and combined all the elements to make the Mask of

Ultimate Power, which Ekimu knocked from his head and shattered, destroying the largest city on Okoto, banishing Makuta to the Shadow Realm, and sending Ekimu into a coma. Now the six Toa (Mata?) arrive, quest for the masks despite Makuta's skull-spiders, eventually forming golden masks that let them use their elemental powers, and awaken Ekimu. Ekimu then sends them after Makuta's Mask of Control, and they learn how to fuse with small elemental animal sidekicks that boost their power, but Umalak the Hunter steals Pohatu's Earth Spider and the Mask, which he uses to raise an army of elementals to attack the Protectors (basically the Matoran) while he gathers the shards of the MoUP to open a gateway to the Shadow Realm and let Makuta invade. In their battle, Gali gets sucked into the Shadow Realm, sees a prophecy on the wall and gets the idea for the Toa to combine their elemental powers, even if it kills them. The Toa defeat Makuta and vanish, the end.