Shantae Jumpchain
WIP

Have you ever heard of Sequin Land? It was once a magical place, protected from monsters and mishaps by powerful and beautiful guardian genies. Their heroism won long years of peace, during which many genies fell in love with mortal men. The half-genie children of those romances were all girls, seemingly human but blessed with the great magical power of their mothers.

Sadly, as the years passed the guardian genies began to disappear from Sequin Land until not even one remained. Some imagined that they'd been captured inside magical lamps, while others believed that the genies had returned to their own realm. Whatever the case, with the guardians gone, Sequin Land began to fall prey to evil once more.

Despite their lack of training, the daughters of the genies decided to use their powers to stand against evil as best they could. Few and far between, these half-genie heroines traveled the land, each one choosing a kingdom to guard until peace could be won again.

The youngest of these new heroines is Shantae, the guardian of a fishing village called Scuttle Town, and she's about to have her work cut out for her defending her home from all kinds of villains, new and ancient alike. There's villainous pirates like the nefarious Risky Boots, crazy warlords plotting world conquest like Ammo Baron, and ancient threats once sealed away by the genies whose bonds are beginning to break. Is one half-genie heroine enough to handle so much trouble on her own?

You'll be staying in this land for ten years. Take this +1000 CP to start your journey.

Origins

Any origin can be taken as a drop-in option.

Guardian

Even with the genies gone Sequin Land has no shortage of guardians. Half-genies like Shantae are the most well-known defenders of the realm but anyone can take up the cause of the guardian genies, though heroes with a gift for magic will reap the greatest rewards from following this path.

Adventurer

Sequin Land is bursting at the seams with monsters to battle and ancient treasures to unearth, so it ought to be no surprise that it's a haven for adventurers of all stripes. Some are mighty warriors seeking fortune and glory but others are scholars or scientists in search of forgotten knowledge and ancient secrets.

Pirate

Wherever there's treasure there's sure to be pirates not far behind, and Sequin Land has more than its share of gold-hungry buccaneers. Risky Boots is the most famous of the lot but many others roam the high seas. Thankfully Risky's former master, the dreaded undead Pirate Master, hasn't broken his bonds just yet, but it may be only a matter of time…

Baron

Self-proclaimed artifact collectors, the Barons are an assortment of bandits and the odd wannabe warlord whose ambitions have made them a persistent thorn in the side of Sequin Land's defenders. They range from minor nuisances like Squid Baron to the dangerously trigger-happy Ammo Baron, but all of them can be counted on to be up to no good at any given moment.

Age & Gender

Choose male or female and any age you like.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price. 100 CP options are free for their respective origins. In the item section you may apply discounts to any two items in each CP tier.

Race

Humanoid

Good old plain vanilla! Well no, not quite: humanoids have a bit more variety than the “ordinary” humans you’re probably used to. Apart from all the colorful shades of hair and eye colors, you may encounter the occasional cyclops or other near-human races, especially among the monster tribes. Basically, any race with a roughly human shape and no particular special powers can fall under this category, and what you lack in special abilities you make up by being a lot stronger and tougher than average, almost like you’ve been training for adventure instead of sitting on the couch playing video games all day.

Zombie

Yes, the dead occasionally walk in Sequin Land. While most are mindless shambling corpses, every now and then a zombie will rise from the grave with its old personality largely intact. You’re one of these smart zombies, and while you’ve got the traditional hankering for *braaaains* you’ll find that coffee also scratches that itch, the blacker the better. Zombies are far tougher than most folks, capable of surviving just about anything up to and including decapitation as long as their head stays intact. The magic that animates their undead bodies does the legwork of repairing them back to a (nominally) healthy state, so it’s not unheard of for some zombies like Shantae’s friend Rottytops to be strangely attractive despite being deceased.

Half-Genie

The guardian genies may be long gone but their legacy is alive and kicking thanks to the tireless efforts of their daughters. All half-genies are beautiful and powerful young ladies blessed with the magical potential of their mothers and skilled ones can learn to smite their enemies with fire or lightning, conjure up dancing scimitars and powerful shields to defend themselves, and much more. Every half-genie also has a unique magical talent like Shantae’s shapeshifting, Plink’s divination, or Harmony’s earth magic, and with enough training these can be honed into a powerful and flexible arsenal of abilities in their own right. The most powerful half-genies can even grant three wishes per jump just like a full genie, though the scale of these wishes is limited to the scale of rebuilding a small town or something along those lines. However you do need to train your abilities to get anything out of them: with this alone you’ll have potential, but that’s it.

Perks

General

Beach Body (Free/100 CP)

Sequin Land is a lovely place filled with lovely people, from the half-genie heroines to the most ordinary folks you meet on the streets. Even the monsters tend to be rather easy on the eyes, and you might even meet an unreasonably cute zombie girl if you hang around Scuttle Town for a while. You're quite attractive yourself, whether as a svelte and sexy little thing like Shantae or as a big manly dude like Ammo Baron or anywhere in between, and it doesn't take much effort to keep looking your best at all times. Wearing your hair in a super-long ponytail won't strain your neck or give you whiplash even if you toss it around like a bullwhip, nor do your… *other* assets give you any problems if you happen to be similarly well-endowed in other ways. For an extra 100 CP this will also apply to just about everybody around you, giving any future worlds you visit a makeover to make them more closely resemble the local aesthetic. With few exceptions people become more attractive, cute monstergirls become commonplace, clothing and armor gets a little more revealing without becoming any less protective, and things generally get a little bit sexier all around.

No Pulse, No Problem (100 CP)

Sequin Land is home to all sorts of weirdos, from giant warp squids to strangely sexy zombie girls, but the locals don't seem to mind having so many colorful neighbors around unless they start causing problems. Other places you might visit may not be so accepting, but at least in your case they seem content to make an exception and judge you by your behavior instead of your odd appearance. If you're a cute zombie girl you might get the occasional odd look, but the running and screaming won't start unless you start trying to eat peoples' brains.

Magical Mayhem (300 CP)

Sequin Land is stuffed to the gills with all kinds of magic, from the heroic but inexperienced half-genies to wicked sorcerers like the Pirate Master to the occasional oddball wizard like Hypno Baron. Sorcerers can learn to do almost anything they put their minds to if they have the power and skill to match their desires, and you have both in spades. You're a well-trained expert in the magical arts with a number of spells and special knowledge under your belt. You've mastered all of the common spells in Sequin Land's shops, like fireballs and bubble shields and so on, plus a few spells of your own design. If you're one of the half-genie heroines then you're a very experienced one who's well-acquainted with your natural gifts, but if not then you're still a mighty sorcerer of some description with at least a dozen spells in your arsenal and a knack for picking up more in very little time. If you happen to find some ancient magical knowledge buried in one of Sequin Land's many ruins you'll be able to decipher it and add it to your arsenal in no time at all.

Guardian

Ret-2-Go! (100 CP)

If you want to help protect Sequin Land you need to be able to adapt quickly to new challenges. Bad guys aren't going to wait for you build up your skills, so you've gotta be able to hit the ground running and learn as you go. Thankfully you're a *very* fast learner: whether you've just gained a new transformation spell or just picked up a pirate's pistol for the first time, you're extremely adaptable and can pick up and learn new skills and powers far more quickly than most other people. Even when you suddenly find yourself wearing a strange body or relying on a piece of equipment you've never used before you can quickly work out how to use it with a basic level of competence within a few minutes, and develop those skills further by leaning on similar skills you already have. Learning how to aim a pistol isn't *that* different from throwing fireballs at monsters, and if you already know how to fight with your bare hands then learning to fight with a cutlass is much faster and easier than it would normally be. Mastering these new skills even further takes the same effort as anyone else, but you'll never be incompetent at anything you do for very long.

Best Frenemies (100 CP)

One of the nice things about being a hero is how easily you make new friends. Maybe it's because you're helping people out all the time or maybe you just have a sunny personality that makes you pleasant to be around, but either way you'll quickly find yourself on good terms with almost anyone you meet if you make even the slightest effort to be nice to them. Even bad guys can be won over by your charming personality. You probably won't turn them good or anything, but it's hard for them to hate you or hold a grudge for long and they may even be willing to help you out in a pinch, same way the Barons are occasionally helpful in defending Sequin Land and Shantae and Risky even shared an adventure that one time. Only the most wicked villains are completely immune to your charms, but you probably wouldn't want to be friends with people like the Pirate Master or the Siren Empress anyways.

Martial Magician (200 CP)

Slinging fireballs and thunderbolts at bad guys may be great fun but it can also be a lot of effort and many villains simply aren't worth the trouble when you can just kick them in the face instead. Luckily, you're just as skilled in battle as you are at magic: far from being some frail old wizard, you're an expert martial artist with a knack for kicking butt with just your bare hands and perfectly-toned legs, though in a pinch you can also use many weapons quite well. Even your hair can be a deadly weapon: wear it long and the slightest toss of your head will make it snap and strike like a bullwhip, striking just as hard as any other part of you, and you can easily empower your attacks with magic to make them even more deadly. Moreover, this skill in battle grows in tandem with your magical prowess, as if the two were somehow linked together.

Dance Through the Danger (200 CP)

Defending Sequin Land from the forces of evil is a great career but some people want a side gig too, and there's much worse jobs to have than being a professional dancer. You're incredibly skilled in all forms of dance, putting on hypnotic performances that could even impress a sultan and make him swear that you must be casting spells on him. He might even be right, because you've also learned to make your dances into a medium for your magical spells, much like how Shantae uses dance to perform her transformations. Highly complex and demanding spells that might normally require careful rituals and lengthy casting times can be compressed into a few graceful movements, and simple spells like fireballs and so on will become almost effortless save for the energy cost of using them. While you do still have to pay that cost you won't need to chant silly words or wave a wand for minutes on end to cast spells when you need them right this second, not when the sway of your hips can persuade the world to bend over backwards for you.

Just Keep Dancing (400 CP)
Even the best heroines have lousy days every now and then, but don't let a run of bad luck get you down. As long as you keep doing the right thing, everything will eventually turn out for the best. You amass good karma through good deeds and you're always rewarded for your heroism. This can lead you to earn back things you've lost, like rare items or stolen powers. If a previous adventure ended with you being stripped of all your powers, your next one might coincidentally lead you to new allies or a magical artifact that can help you recover them, while precious items you've lost may simply wind up in the hands of the next set of villains you face. Even if you get duped into helping a villain your contribution will just make their plans backfire in a way that helps you out, like making a giant doomsday cannon accidentally blow up other villains instead of the innocent village it was aimed at.

Visions of Peril (400 CP)
A guardian must always be watchful for threats against the people she protects, but it never hurts to have a little advance warning whenever something big is going down. You have an odd gift for divination magic which causes your dreams to warn you of impending danger to yourself and other people you care about. These premonitions of doom are far clearer and more informative than normal dreams so it's very difficult to mistake one for the other, and the information they give will always be accurate, though you might have to do some detective work to decipher their exact meaning. Even when you're awake you'll often get very distinct bad vibes whenever you're about to do something potentially disastrous, like walking right into an enemy trap or charging into a major battle that you're not properly prepared for.

Guardian of Sequin Land (600 CP)
Someone once said that great power comes with great responsibility, but for you the opposite is also true. A guardian's duty is its own sort of power, one which grants the strength and courage to do what needs to be done, and by devoting themselves to protecting others even very young heroines can gain strength far beyond their years. Whenever you put yourself in harm's way to help somebody else your righteous heart empowers your magic, multiplying the effects of your spells and allowing you to go toe-to-toe with villains who should be far outside your weight class. Your fireballs and lightning bolts smite the wicked and punch through the best defenses they can muster, your shields shrug off the strongest attacks, and your healing magic can all but raise the dead. This righteous power surge won't grant you any new skills or techniques but the ones you have will become far more effective, and even if you find yourself facing enemies the ancient genies could only seal away you'll never be helpless so long as you're doing what's right.

Right Makes Light (600 CP)
Once upon a time Sequin Land was plagued by villains so wicked and powerful that even the full strength of the guardian genies could only seal them away, and now those villains are set to return to a world with no genies to protect it. Instead they have you to contend with, and soon they'll wish they were *only* facing an army of genies. You're a natural wellspring of light magic, pure and wholesome and deadly as heck to the forces of evil. Just being around you for a while purifies the taint of dark magic, cleansing people and objects cursed by darkness and even converting pure dark magic into light, and using dark magic on you is an exercise in futility. By harnessing this light you can channel it into your attacks and spells and make them smite evil with a vengeance, dealing critical damage and even bypassing defenses which make the biggest and nastiest villains so difficult to permanently put down. Even the likes of the Pirate Master and the Siren Empress, wicked villains who are supposedly immortal or impossible to kill, will fall before you just like any other enemy if you smite them hard enough.

Adventurer

Whip It! (100 CP)
Even if you're not exactly a mountain of muscle the bad guys are in for a really bad time if they don't take you seriously! You're an experienced fighter, strong of body and quick of mind and right at home brawling with monsters, pirates, and the many other villains who plague Sequin Land. While you can handle many weapons decently enough you don't need anything more than your own body to hold your own in a scrap, whether you prefer devastating kicks and graceful dodges or toughing it out in a bare-knuckle beatdown.

Platform Hustle (100 CP)
Adventure often takes you to places like crumbling ruins and other strange locales that are very unfriendly to casual explorers, full of traps and pits waiting to swallow up the unwary adventurer. But you've got a lot of experience navigating such treacherous places: you're an expert at what some folks call freerunning or parkour and can navigate rickety ruins and dangerous cliffsides as easily as a walk down an empty street. Even fighting in such places is no sweat to you as you leap and tumble between platforms like an acrobat, and your feet will always find the safest place to stand without requiring any conscious effort on your part. Even if you happen to lose your balance, so long as you're not falling into a pit of spikes or something like that you always find ways to land on your feet and never suffer damage from the fall.

Big Eater (200 CP)
Nobody in their right mind goes adventuring on an empty stomach but you also have to be pretty dense to forget to bring lunch with you, and *no* Rottytops, your party members are *not* your emergency food supply. Keeping your energy up is important for most people, sure, but just like many other adventurers you have a crazy metabolism that converts your meals directly into health, patching up your injuries at a rapid pace. Who needs medicine when you can scarf down a cheeseburger and be fighting fit in seconds? In addition to keeping yourself fed, the higher the quality of the food you eat the more health you get from your meal. Junk food might patch up a bruise or two but a luxurious seafood dinner could bring you from death's door to full heath in no time flat, and if you're in the mood for some *really* fast food you can stuff your face and scarf down a meal fast enough to patch yourself up right in the middle of a fight. *Bon appétit!*

Line of Heroes (200 CP)
Before they disappeared the guardian genies fell in love with mortal heroes, and that love gave rise to the young half-genies. Like the great heroes who preceded you you're quite gifted in matters of romance and everything that implies. Even without a handsome face and a silver tongue your heroic charms are all you need to win the hearts of your love interests, your great deeds allowing you to earn their affection through acts of heroism and valor even if they were utterly indifferent to you at first. You're similarly blessed when it comes time to pass on your heroic lineage: not only are you an exceptionally skilled lover in more ways than one but you can have highly fruitful unions even with spiritual or magical beings like the genies, who might normally struggle to have children outside of their own kind. Any children born from such unions will be incredibly gifted in their own right, inheriting many talents from you and your spouse, and once they've been trained up a bit they might even becomer greater heroines than their parents were!

Sky's the Limit (400 CP)
Some adventurers work alone but a loyal companion is always handy to have around, and nobody's more loyal than a well-trained pet. Like Sky and her warbirds you're highly skilled at raising and training animals but unlike ordinary animal trainers you can build special bonds with your animal companions which allows you to awaken magical abilities in them. Sky's training not only taught Wrench to be as smart as a human but also taught him to transform into Giga Wrench, becoming many times bigger and stronger so Sky can ride him across Sequin Land, and you can train any animal you like in similar ways. You could transform a litter of puppies into adorable fire-breathing guard dogs while housebreaking them, or train your cat to turn invisible so it can hunt mice more effectively. The closer that you stick to an animal's nature the easier it is to teach them a new ability, and if you already have that ability yourself it gets even easier.

Fortune Hunter (400 CP)
Barons and pirates might call themselves treasure hunters but they're just troublemakers looking for ways to get rich quick. You're the real deal, an adventurer whose thirst for fortune and glory has been refined by experience into a sixth sense which never leads you astray. Simply by hearing a rumor about a lost pirate treasure or stumbling across ancient ruins you can immediately tell whether you've found a genuine quest that leads to real treasure or just an empty promise holding nothing more than a waste of your time. If you pursue these leads you'll always find a convenient trail of clues leading you straight to the prize, although not necessarily without overcoming numerous obstacles along the way. The treasures you find will always be things you find valuable, whether you seek gold and jewels or lost knowledge and ancient technology, and they'll never be one of those lame "the real treasure was friendship!" copouts.

Friends to the End (600 CP)
When the world is in danger and the genies aren't around to help it's up to all the other heroes to save the day, but how can normal adventurers measure up to the kinds of magical threats that the guardian genies once dealt with? Why, with amazing teamwork of course. You're a natural leader and getting your allies to work together and pool their strengths comes to you naturally. Even if your friends can't stop bickering for five minutes your presence keeps them on the same page rather than constantly tripping over each other, but if they have strong bonds of friendship both you and they will find their strengths multiplied, combining easily into improvised combination attacks and perfect teamwork which makes you stronger together than the sum of your parts. And if something is preventing your friends from working with you, say mind control for example, then getting them to snap out of it and throw off whatever is controlling them is as simple as giving them a pep talk, or at worst a good smack upside the head.

Mimicking Genius (600 CP)
Sequin Land has a long history and there's no telling exactly how much ancient knowledge has been lost to the ages, but with brilliant minds like Uncle Mimic around it's possible that some of that knowledge can be recovered and put to good use. You're a brilliant scientist and inventor, about as smart as people ever get in Sequin Land and easily capable of both comprehending and cobbling together all kinds of complex devices, from handheld gadgets perfect for assisting on your adventures to far larger devices like airships. Given a little time you can analyze a piece of technology and not only figure out how it works but also find a way to reverse-engineer it and build one of your own design, though you may need special materials to make it work just like the original. Magic and magical artifacts also aren't beyond your ability to work with and even if you lack magical abilities of your own you can still work out how to create magitech wonders like Uncle Mimic's steam engine, from using magical items as power sources to replicating or interacting with magical energy through technological means.

Pirate

Pirate's Life (100 CP)

The sea is a harsh mistress and few have the courage to risk her wrath, but you aren't much of a pirate if you haven't hardened yourself against the challenges of life on the open ocean. You're an expert mariner skilled at any tasks that might be needed on a ship, from navigation and gunnery to routine maintenance. In fact the only thing stopping you from running an entire ship yourself is not being able to be everywhere at once. You're also a deft hand with a cutlass and pistol or other raiding implements of your choice, with enough finesse that you can easily hold your own against any meddling adventurers you might encounter. You've even hardened yourself against harsh weather like the biting chill of wind and rain or the scorching heat of the sun, so you can leave that suntan lotion at home.

Art of the Steal (100 CP)

Of course you also aren't much of a pirate if you aren't ready to plunder everything that isn't nailed down! Trickery and thievery is the name of the game, and you're a master of underhanded tricks who makes the common brigand look like a rank amateur. From pickpocketing to lockpicking to disguise and misdirection you're an expert thief who's mastered every trick of the trade and then some. You're especially talented at stealth, so much so that you seem to blend in with your surroundings and leave no trails for your enemies to follow. Every shadow becomes a perfect hiding place and every disguise becomes immaculate with just the slightest bit of effort. If you had a mind to do so you could easily pass yourself off as a guardian genie, and do it so convincingly that even one of those half-genie brats would be fooled by your disguise, at least until you tear off the costume and rub their noses into how easily you fooled them.

X Marks the Spot (200 CP)

Risky Boots is one of the most dangerous villains in the land, never mind that she doesn't have a trace of genie blood in her veins. Whatever she may lack in magical power she makes up with skill, an eye for her enemies' weaknesses, and the ruthless cunning to mercilessly exploit those weaknesses everywhere she finds them. To you an enemy's weaknesses might as well have big neon signs pointing at them, because they all but glow with potential for destruction and mayhem to your eyes. From gaps in a warrior's fighting style to structural weakness in fortress walls to mystic flaws in a half-genie's supposedly-invincible magic shield, anything that *can* be destroyed *will* be destroyed when you put the effort in to tear it down. And if something is *really* indestructible then you're just as quick on the draw to find out what makes it so tough and how to destroy whatever that is instead, like the magical source of an evil sorcerer's immortality.

Captain's Orders (200 CP)

Most captains would live in perpetual fear of mutiny if they treated their crews as badly as Risky treats her tinkerbats, yet they never turned on her until they were forced to do so by the Pirate Master's dark magic. Maybe it's your commanding charisma or maybe they just have a *thing* for being mistreated, but any crew under your command has a similar tolerance for whatever abuse you might heap on them. Once you earn someone's loyalty it *sticks* come hell or high water, to the point where if you want them to leave you might need to physically throw them overboard before they'll take the hint. In fact this tough love seems to make your minions *more* effective rather than less, motivating them to put their backs into everything they do by whipping them into shape either figuratively or even literally, though if you're some kind of big softie you'll also get similar results if you'd prefer to use a less abusive leadership style.

What's Yours is Mine (400 CP)
When the Pirate Master was sealed away Risky Boots took off with his crew of tinkerbats and claimed his enchanted equipment as her spoils, even crowning herself the Queen of the Seven Seas in his absence. Any pirate can steal gold or jewels but the greatest ones can also steal someone's loyalty, reputation, and everything that makes them who they are. By right of conquest you can steal almost anything, not just loot but more ephemeral things. Crush a rival pirate captain and his crew can rather easily be intimidated or persuaded into becoming your loyal minions. Slay a legendary monster and you'll earn the same respect and fear that people once had for it. Defeat a legendary hero and the magic blade only he can use will answer to you whether it likes it or not. And if that "conquest" was actually just you being an opportunist and stealing someone else's prize at the last second it'd make no difference at all. Finders keepers!

Evil Genius (400 CP)
Sequin Land is loaded to the gills with ancient technology and forgotten magical artifacts just lying around waiting for someone like you to snatch them up and put them to good use. You're a diabolical genius with a knack for understanding and weaponizing ancient magic or technology just by getting your hands on it. Instead of wasting time inventing things yourself like some kind of nerd you can simply plunder the results of somebody else's hard work and gain all the knowledge they put into researching and developing it, just like how Risky often finds new and exciting uses for Uncle Mimic's creations and the magical artifacts she pilfers from ancient ruins. Of course you're not *incapable* of inventing things on your own, especially when using this stolen knowledge, but you're much more inspired when you're designing weapons, warships, or other tools of mayhem and destruction. A stolen steam engine could easily inspire you to design and build a massive steam-powered battleship around it for example.

Right Where I Want You (600 CP)
Not many think of pirates as sneaky rogues when they tend to announce themselves with the Jolly Roger and the sound of cannonfire but that's what makes the exceptions so much more dangerous than the rule. You've followed in the footsteps of Risky Boots, becoming a masterful schemer whose diabolical plots can bend your enemies into doing your bidding for you. Your wicked intellect lets you see three steps ahead of everyone else and predict how they'll respond to you, whether you're plotting out an evil scheme weeks in advance or improvising your way out of a swordfight that isn't going well. This foresight can be thrown out of whack by unknown factors, so it's only as good as the information you have when you make your plans but otherwise it's as reliable as if you were a seer able to see the future. What's more you're exceptionally skilled at putting your predictions to good use, building schemes that can wrap your enemies around your fingers and make them dance like puppets on strings. Why bother going on a treasure hunt when you can manipulate your foes into hunting down the treasure and bringing it right to you?

Terror of the Seas (600 CP)
The Pirate Master is one of the most vile beings to ever haunt Sequin Land, so evil and powerful that the guardian genies at the height of their power barely sealed him away. But the dread master's great secret is that he was so powerful *specifically because* he was so evil, and now you've discovered that secret for yourself. You're a frightfully powerful dark sorcerer, able to generate enormous amounts of dark magic by committing evil deeds and bending that power to all sorts of vile ends. Simply kicking a puppy grants you enough power to reanimate a handful of corpses as mindless undead slaves, but with more foul deeds to your name you can do things like lay powerful curses on ancient ruins, transform minions into monstrous forms like the cacklebats, transform yourself into an unfathomably powerful monster, or resurrect yourself as an undead horror. This dark magic hangs around you like a cloak of evil, supplementing other magical powers you might have and making them even stronger when used together, and the only weakness this power has is light magic strong enough to dispel your darkness.

Baron

Blasting Off Again! (100 CP)

If there's one good thing you can say about the Barons it's that they're tough enough to take a licking and smart enough to know when they're beaten, and no matter how hard some obnoxious heroine beats them up they'll always live to fight another day. The same is true for you because you have the insane durability of a comic relief villain. As long as you're not dead you can always keep moving and fighting like you're in perfect condition, never mind all the bruises and broken bones you're collecting, and with a bit of bed rest even the worst of those injuries will heal practically overnight. Even things that ought to kill you in a single blow like getting run over by a tank or blasted by a giant cannon will just knock you out instead of dealing fatal damage, although once you've been knocked out there's nothing stopping ruthless foes from simply finishing you off if they want you gone for good. You might be as tough as nails, but if you push your luck too far you'll find out the hard way that you're far from invincible.

All Part of the Plan (100 CP)

Any good villain knows that evil doesn't come cheap. Armies of minions and evil lairs don't exactly pay for themselves, so if you want to make it in this business you need a nose for opportunities to make lots and lots of money. Like any good opportunist you can spot a diamond in the rough from a mile away, whether it's a valuable piece of loot in a trash heap or a lucrative business opportunity in an unexpected place like an ancient ruin or a quiet little fishing port. You can easily appraise the loot for its monetary value and any magical powers it might have, so you'll never mistake a cursed relic for a useful one, and the same is true of your ability to appraise business opportunities and how much you can extract from them. Maybe you're making counterfeit goods or starting up a line of villainous merchandise, but whatever the case you never miss an opportunity to turn a profit, disregarding interference from any meddling heroines who might stick their noses in your evil schemes of course.

Technically Legal (200 CP)

Most of the time the law really sucks but every now and then it has its uses. Say for instance that you just bought the deed to a small town and now you're about to bulldoze the place and take it over for yourself. The local heroine comes charging out to stop you but *wait just a darn minute* sweet cheeks, the law's on your side this time and there's nothing she can do about it! You probably don't give a hoot what the law says most of the time but whenever it's on your side you'll find that it paralyzes anybody from taking any action against you even if it's obviously the right thing to do. You'll even find local law enforcement willing to step in to enforce whatever rules you're exploiting with ruthless efficiency regardless of how ineffective they might normally be, even locking up anyone who tries to find some clever way around this protection.

Poker Night with Squid Baron (200 CP)

They might be a nuisance but the Barons aren't nearly as evil as real villains like the Pirate Master or the Siren Empress or even Risky Boots, and as long as that remains the case Shantae and friends tend to cut them a certain degree of slack whenever they're not actively causing trouble. Like the other Barons you're very easily-forgiven for villainous deeds and general bad behavior. Sure you tried to conquer Sequin Land once or twice but that was a whole week ago and now it's all water under the bridge until it comes time for your next evil scheme. Even when you have a rap sheet a mile long and still growing you simply won't be taken seriously as a threat by the forces of good unless you do something truly heinous and unforgivable. The heroes will still try to foil your schemes and beat you up for causing trouble, sure, but it'll never occur to them to try to deal with you on a more permanent basis, and this could easily lead to you having some very unusual friendships with your enemies whenever you're both "off the clock", so to speak.

Damsel Distresser (400 CP)
Jewels and magical artifacts are great but you know what else is extremely valuable and worth collecting? Why it's *people* of course, especially beautiful girls! From princesses and heroines to beautiful village girls and other people of great worth, you're a connoisseur of the sorts of treasures that like to get up and walk away if you don't keep them tied up, which is why you mastered the art of tying people up! Once you have someone in your clutches anything you use to tie them up becomes both physically and magically at least as strong as you are, if not much moreso. No matter how much your damsel struggles, even simple ropes and a cloth gag are almost inescapable and more elaborate bindings also grow many times more secure. Even special powers like that genie brat's magical spells will simply fail to work so long as they're tied up, provided of course that you've got more mystical muscle to work with than they do.

The Baron's Army (400 CP)
Ammo Baron is by far the most successful of the barons, being a proper warlord with an army of minions large enough to pose a very real threat to Sequin Land. Like the good baron you've got the chops to be a kingdom-conquering warlord, with the charisma to round up like-minded minions and the skills to hammer them into an effective army and lead them in battle. Bandits, monsters, and troublemakers of all sorts are drawn to you like moths to a flame and are trivially easy to transform into loyal and effective subordinates. And if your villainous charm isn't enough to win people over you can simply conquer them and make them your minions that way instead. Sure they won't be very happy about getting press-ganged into service but instead of trying to escape or mutiny they'll eventually get used to it and become as loyal to you as any of your other minions. Entire towns will join you with minimal grumbling and even those meddling heroines can be brought to heel and turned into obedient minions if you can just manage to beat them!

Monster Mash (600 CP)
Alright, that's enough playing around. The good guys got a few licks in and gave you a black eye but now it's time to show them what you're really made of! Call it adrenaline or motivation to knock somebody into next week, but the more beat up you get the stronger you become. Both physical and special abilities like magic can benefit from this power surge, getting juiced up as much as five times their usual potency the closer you are to getting knocked out. Even your minions can gain this benefit if they're within line of sight of you, getting the same benefits you get out of this power surge regardless of their own relative strength. However the moment you lose your last "hit point" you'll immediately lose this additional energy and revert back to your normal abilities, as will any minions who were being inspired by your battlefield performance. As an optional bonus, when you're beaten you'll appear to erupt into a spectacular (but entirely cosmetic) explosion. Nobody's really sure why that happens and it's probably best not to think about it.

Big Bad Boss Monster (600 CP)
From unusually large squids to power hungry would-be dictators the Barons are no ordinary monsters and not just anyone can stand up to them. Villains like you are the reason Sequin Land needs strong heroines like Shantae around to save the day, because without them the little guys don't have any chance of taking you down by themselves. Up against an army of soldiers? Hah! You plow through them like a bowling ball through so many pins, their superior numbers meaningless against your superior strength. Someone tried to take you down with poison or other underhanded tricks? You could sleep right through that stuff and be right as rain the next day. No, if somebody isn't strong enough to beat you *mano-a-mano* they may as well not even try for all the good it'll do them, though anyone who *can* will find you no more difficult to deal with than they usually would. To a lesser extent this also works for any minions under your command, although for them it only works based on how strong *they* are so they're going to get less out of it. Still, it'll work just fine for controlling a population of ornery citizens.

Items

Silky Shampoo (100 CP)
Who needs a sword when you have the sharpest locks in the whole kingdom? Shantae's famous monster whipper won't be the only weaponized hairdo around now that you've gotten your hands on a crate of her favorite hair product. This silky cream is the last word in magical shampoos and conditioners for anybody who wants to take good care of their scalp, making your tresses far more practical to use as a weapon as well as guarding against more mundane concerns like split ends. It smooths and shapes like the best hair gel in the world, it guards against dirt and oil, and it makes your hair almost invulnerable to battle damage, or at least as tough as the rest of you is. Even if your hair does somehow get damaged it'll grow back very quickly and for older users it also guards against more mundane age-related sorts of hair loss. You have a functionally unlimited supply of this item.

House by the Sea (100 CP)
Being a guardian of the realm doesn't exactly pay well but you do have a nice little place to call your own. Like Shantae you've become the proud owner of a piece of beachfront property: a lighthouse up on a hill, a refurbished shipwreck, or even Sequin Land's biggest and fanciest treehouse mansion can all be yours without even needing to take out a loan! Regardless of your choice, it's outfitted with magical equivalents to most modern conveniences you'd want to have in a home and has enough room for your companions to shack up with you. Of course the real draw is the beach, which is always exactly as private as you want it to be and somehow has perfect tropical weather for swimming and sunbathing all year round.

X-Ray Specs (100 CP)
It's probably better not to think about what Squid Baron was going to do with these, they're yours now and you'll use them much more responsibly than he would... right? Unlike those fake things you might've seen in real life these magic glasses give you x-ray vision and allow you to see through all kinds of things, from a nubile co-ed's clothing to the solid walls of a dungeon to the inside of a booby-trapped treasure chest. They attune to their wearer and respond to your intentions, so you can easily toggle them on and off and control how many layers of things you want to look through at a time, so you can more easily enjoy those co-eds without also getting an eyeful of their internal anatomy. As a convenient side-effect, they also allow you to see through magical illusions like fake walls. Adventurers are sure to find lots of uses for this item while spelunking through dungeons and ancient ruins.

Rottytops's Costume Closet (100 CP)
Sometimes adventuring calls for traveling incognito and other times you just gotta sneak into a half-genie convention even when you don't quite fit the attendance criteria. Luckily, Scuttle Town's resident cosplay maniac has got you covered with a vast closet full of high-quality costumes, each one sexier than the last. From sexy schoolgirl uniforms to race queen outfits to scantily-clad space princesses and more, there's a costume for every style and occasion in this vast wardrobe and all of them self-clean and repair when you finish with them, so feel free to wear them on adventures. These outfits are so exceptional that you could easily pass as whatever you're dressing up as. Cosplay as a half-genie and your own genie friend won't recognize you unless you do something to give yourself away, like use an incredibly obvious pseudonym. "Fillin the Blank"? *Really* Rotty?

Treasure Maps (100 CP)
Adventurers spend so much of their time spelunking through forgotten caves and ancient ruins that none have set eyes on in many centuries yet there always seems to be a conveniently-placed map of the whole place and spare keys for every locked door. How curious! You have a similar sort of luck when plundering ancient ruins or raiding some evil villain's lair: regardless of how little sense it makes you'll always be able to find detailed maps of the whole place lying around somewhere, showing everything from the boss's lair to any hidden rooms or secret treasures that may be lying around. You'll also be able to find keys of some sort or another to unlock any barriers between you and those treasures: you'll never come across a door that just can't be opened because the only relic that would open it is lost to the sands of time or anything of the sort, there'll always be a spare somewhere nearby to be found, though it might be in the hands of a giant monster or something that you'll need to fight first.

Minions Wanted! (100 CP)
Hiring can be pretty tricky for evil organizations, especially if you're trying to stick to a particular theme for your evil minions. Luckily you've got a neat trick up your sleeve: this help wanted sign will help guarantee that you never have empty spaces in your ranks. Simply fill it out with the criteria you want in your minions and post it where people will see it. Maybe you want to build an army of big and brawny cyclopian soldiers who love big guns and things that go boom and are down for world conquest, like Ammo Baron's recruits. Maybe you want your haunted castle to be guarded by monstergirls who match the ambiance, like ghosts and slimegirls. Or maybe you're like Squid Baron and just want to be surrounded by sexy girls all the time. Doesn't matter: put an ad out and the demographics of any organization you're in charge of will change to match, minus anybody you specifically want to stick around. Just don't get cute and try to recruit an army of evil half-genies or something else that doesn't exist, because all you'll get for your trouble is a ticked-off Shantae with some very pointed questions for you.

Bikini Armor (200 CP)
Most heroes prefer to do their adventuring in some kind of armor but there's also something to be said for dressing light enough to show off your midriff. Yes, a bedlah *is* appropriate adventuring attire and you'll be the one to prove it! This magical outfit protects against battle damage better than any suit of heavy armor while also being light and skimpy enough to strut your stuff. In fact the more attractive you are the more it seems to protect you, up to a maximum of reducing all damage you take by half, never mind that it shows more skin than it covers or that light silks and tiny metal plates shouldn't make amazing protective gear.

Black Coffee (200 CP)
There's something magical about that first cup of joe in the morning, and that's not an exaggeration when it comes to this special bag of coffee beans. Not only is it black enough to *literally* wake the dead, it's also magical enough to turn "dumb" zombies (like all the ones you've seen in the movies) into "smart" zombies like Poe, Abner, and Rottytops. The smell is enticing enough to draw in the walking dead like a dinner bell from up to a mile away, and the taste of it restores some measure of the intelligence and personality they had in their former lives. Any undead transformed by this item's effects gain all the benefits of the **Zombie** race option and no longer need to eat flesh or brains if they ever did in the first place. Anyone who's not a zombie will just find this brew to be exceptionally tasty but otherwise completely mundane. You'll get more coffee every week whenever you need more and can produce more by mixing the bag together with other more mundane varieties of coffee you might have available.

Healing Waters (200 CP)
After a long day protecting the land there's nothing like a warm rejuvenating bath to heal your wounds and refresh your spirit. These magical waters possess powerful healing properties capable of restoring health and magical power, helping make sure that you'll look, feel, and perform your best after a nice long soak. While they can't do anything for magical ailments like petrification or magical curses, these healing waters can easily wash away any non-magical wound or illness and return you to perfect health. Baths also have beautifying and stress-relieving effects, as if you'd spent several hours getting pampered at a five-star spa and professional masseuse. Your water can be supplied via a bathtub small enough to squeeze into your home or a giant bathhouse large enough for all of your friends to pile in with you and then some.

Nefarious Plans (200 CP)
Mwahahaha, there's nothing a villain loves more than an evil plan and behind every great evil plan there's an evil blueprint to help the whole thing come together! You have a treasure chest full of evil plans, things you've dreamt up in the bathtub and jotted down in your spare time for use in your next great evil scheme. From giant war machines like Risky's tinker tank to doomsday weapons like the sabotaged dynamo, you have no shortage of ideas for devices that will bring death and destruction to your enemies. You'll have to put the work in to build those devices of course, and they may require unique materials like magical relics to function, but as long as you get your hands on those macguffins somehow it's far easier to put the final product together with the help of these plans, enough that you could entrust the work to unskilled minions.

Guardian's Territory (200 CP)
Every guardian devotes themselves to protecting the world against evil but they'll always have a particular stomping ground that they're most familiar with, like Shantae's relationship with Scuttle Town. You have a special territory you've staked out; perhaps your home town and the surrounding countryside, or the area around a magical seal that needs a dedicated protector, although it can be as large as an entire country if you're heroic enough to try to shoulder that large a burden. Whatever the case, you're very sensitive and alert to major issues that arise within this territory, with a sixth sense that directs you to any problems that demand your attention or people in need of assistance, although you won't know what the issue is without further investigation. What counts as a major issue is up to you, so you won't get pinged when the mayor stubs his toe or when some other adventurer is already on the case.

Tropical Paradise (200 CP)
Countless tropical islands dot the sparkling seas of Sequin Land, each one more beautiful than the last. Surely nobody will mind if you claim one all for yourself? You've acquired a tropical paradise of an island where the weather is always perfect for some fun in the sun. From the beautiful blue waters to the perfect sandy beaches to the tropical jungle further inland, this islet is everything you could possibly want out of a vacation destination. The sun tans but never burns, the bugs never bite, and even the local monstergirls are much more interested in relaxing and having fun than in causing problems.

Feathered Friend (400 CP)
A tiny friend who transforms into a *very large* friend, you've gained the trust of one of Sky's loyal war birds and you'll find him a very useful friend to have. War birds looks like ordinary (if very colorful) hawks at first glance but they have the magical power to turn into gigantic beasts large enough for two people to ride on and sturdy enough to travel very long distances without issue. Even when normal-sized this loyal pet is a fearsome fighter, strong enough to glide while carrying heavy loads and smart enough to understand your orders and back you up in a brawl with his razor-sharp talons and beak. If he gets hurt he'll fly off to heal recover and join you again when he's back to fighting fitness, and you can call him for a ride from very far away: just give him a sharp whistle and he'll come running to pick you up.

Pirate Swag (400 CP)
When Risky Boots double-crossed the Pirate Master she stole all of his magical equipment and claimed it by right of finders keepers. This collection of pirate swag isn't that exact set of gear but it has all the same magical powers, creating an ensemble that any self-respecting buccaneer would kill to get their hands on. This collection of equipment includes replicas of Risky's hat, boots, pistols, and cutlass. The hat lets you float through the air like a hang glider, while the boots let you run like the wind, even allowing you to race across hazardous terrain like lava and spikes without harm. The cutlass is strong and sharp enough to make short work of giant boulders and heavy armor, and the flintlock pistol never runs out of ammunition and never needs to be reloaded.

Bottled Spells (400 CP)
Not everyone has a half-genie's knack for magic but that doesn't mean they can't harness magical power. These bottled spells are expendable items that Shantae made use of during her journey with Risky Boots, giving her a way to use familiar spells even after she'd lost access to her genie powers. A small arsenal of such spells are now at your fingertips, quite literally: from fireballs and flamethrowers, to flying swords and magic shields, to thunderclouds and homing missiles and more. Each one comes in a jar that releases the spell when broken, and you get a dozen bottles of each spell every week.

Relic Hunter's Lab (400 CP)
Uncle Mimic might be the most famous inventor in Sequin Land but he's not the only one and his lab is far from the only place that's geared for reverse-engineering the creations of long lost civilizations. While you might have the knowledge to pull apart ancient machinery and dissect cursed magical items on your own, with this lab you have the equipment and means to do so safely, allowing you to tinker away without worry that you might trigger some ancient trap or accidentally blow up an artifact because you poked it too hard. No matter what your specialty is your lab is fully outfitted with everything you need for any inventing and tinkering you may want to do. Even if you lack the *proper* tools to work with magical or high-tech artifacts, you can improvise with what you have on hand until you have a chance to build something better.

Monster Tamer (400 CP)
How exactly do slimy villains like Techno Baron persuade monsters as powerful as Giga Mermaid to fight for them? Trick question, persuasion has nothing to do with it. This shiny red jewel may look like a normal gem but it has hypnotic powers strong enough to put even the most powerful monster under your control. It takes a few moments to put someone into a trance so you'll have to to tie them down or convince them to submit for a couple of seconds, but once it does its work you'll gain a great deal of influence over your hapless brainwashed victim. The downside is that it's easy to tell when someone's being mind controlled and also easy to snap them out of it: their eyes turn the same shade as your jewel while under its power, and smacking them hard enough to knock them unconscious will free them from your control.

Ship of Thieves (400 CP)
Hoist the colors and get ready to set sail aboard your new flagship! This mighty vessel is a warship worthy of any pirate queen or power-hungry warlord, as fast as the wind and armed with enough firepower to sink a vessel twice its size or more. Nor is it limited to raiding only on the coastline, because this is no ordinary sailing vessel: it might be able to fly through the air like Ammo Baron's airships, or it might be amphibious and able to crawl up on the land like one of Risky Boots's more peculiar pirate ships. Regardless, it also comes with a crew of loyal and very competent sailors, such as a crew of monstergirls or buxom amazons or even a crew of rogue tinkerbats from the Pirate Master's old crew.

Fusion Coins (600 CP)
Truly magical things can happen when several half-genies combine their powers to battle a common foe. These fusion coins helped Shantae during her battle against the Siren Empress, allowing her to borrow the powers of her fellow half-genies as she battled her way across Siren Island. You possess the ability to produce coins of your own, condensing your powers and perks into magical items and handing them out to those who need them more than you. You'll lose the power while it's in the coin, but those who acquire the coin will be able to use your powers just as well as you could so long as they have it. Recovering your powers is as simple as reclaiming the coin and willing it to disappear, although if you just plain *lose* a coin then you'll get that power back automatically at the end of the jump.

Sacred Lamp (600 CP)
This magical lamp is thought to have once housed a benevolent genie, and the aura of holy magic around it lends some credence to that story. Much like the magic lamp Shantae used when she went adventuring with Risky Boots, this sacred treasure holds the power to seal away dark magic, corruption, pollution, and other unpleasant things that the world is better off without. Simply get within a few feet of your target and point the lamp at it and all that nasty junk will get sucked up and sealed away where it can't hurt anybody. It doesn't work against living beings but ghosts and evil spirits are another story, although if they're strong enough you might have to weaken them before you can seal them. If you have a way to purify dark magic the contents can be released once purified to grant yourself a brief but massive power boost, in much the same way that Shantae did in her final battle against the Pirate Master.

Scuttle Town (600 CP)
That bumbling mayor has done it again, he went and sold off the deed to Scuttle Town and somehow it wound up in your possession. Congratulations, you're now the owner of Sequin Land's most famous port and you can do whatever you want with the place. It might only be a small fishing village now, but it's got tons of growth potential regardless of what exactly you want it to grow into: if you have military ambitions like Ammo Baron you could easily develop it into an impenetrable fortress city bristling with cannons and defenses strong enough to repel almost any foe, or you could emphasize the town's commerce potential and develop it into the hub of a vast trade network, creating an insanely lucrative money-making machine. Whatever ambitions you might have for the place, the locals are an easy-going bunch of folks and will go along with whatever plans you have as long as they still have a place to live when the dust settles.

Tan Line Temple (600 CP)
On a remote desert island sits an ancient palace ruled by a princess whose servants have a strange habit of mistaking beautiful heroines for their not-so-beautiful mistress and locking them up for their own safety. You're the master of a similar temple, as grand and opulent as the sultana's own palace and defended by a small army of elite guards. Thanks to their tireless vigil your palace is also a prison, a gilded cage which is extremely difficult to escape and helps charm your guests, even the ones who'd rather not be there. The longer they stay and the more they indulge in your hospitality the more agreeable they become: they might have wanted to escape when you first locked them up and dressed them in skimpy slavegirl outfits, but within a few days they'll be treating the whole thing like a vacation, and if you put even the slightest effort into seducing them you'll have some brand new servants in no time at all.

Companions

Imports and OCs (100 CP)

You may import companions to join you in this world for 100 CP each. An imported companion receives an origin and 600 CP to spend on perks and items. They may not purchase companions or drawbacks. You can import a maximum of eight companions, but if you wish to import the full set of eight you can do so for half price, 400 CP. You may also create new companions for the same price and benefits.

Should you wish to bring someone from this world with you on your journey you can also use this option to take them as a companion. You'll have to convince them to come along with you but you're guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the origin that best fits them as well as 600 CP to spend on perks and items. Companions must be alive at the end of the jump to join you.

Drawbacks

Please Put Some Clothes On (+100 CP)
Sequin Land is a very sexy place, what with the beautiful tropical weather and all the skimpy clothes that make up the local fashion scene. Unfortunately "too much of a good thing" is very much a thing: everyone here is *so* appealing that you have a hard time dealing with it! You completely lose your spaghetti when it comes to interacting with attractive people. Keeping your eyes and hands to yourself is a challenge which makes basic social interaction with other people much harder than it should be, and the more attractive they are the worse it gets. Even people who'd normally be alright with a little naughty behavior will start finding you weirdly creepy and repulsive if you don't at least *try* to keep it in your pants.

Mayor Flubberbutt (+100 CP)
That bumbling Mayor Scuttlebutt can't seem to do anything right. Whether he's firing Scuttle Town's best guardian or selling the town deed and spending the money on chocolate, it's a wonder the whole town isn't constantly on fire or underwater, and yet nobody's found a way to replace him yet. For the duration of this jump you'll have to deal with either the mayor himself or somebody else just as bad who's constantly making new problems for you. An incompetent minion you can't seem to get rid of for instance, or a sultan too powerful to ignore. Killing them just ensures they'll get replaced by someone else who's just as bad, if not even worse than their predecessor.

Sweet Cheeks (+100 CP)
Sex appeal has its drawbacks sometimes, and one of them is that people just don't respect you as much as they should if they think all you are is a pretty face. Your good looks have a downside of drawing the wrong kind of attention your way: people tend to see you for your appearance and not for your personality or abilities and you'll often find yourself underestimated or not trusted with important work. More villainous sorts may even try to take advantage of you in all sorts of ways! Enough hard work will let you overcome this bad first impression but be ready to have to prove yourself a lot if you want to get everyone's respect.

Monster Magnet (+200 CP)
Sequin Land has tons of monsters prowling the countryside but they seem to come out in force whenever you leave the safety of town. Something about you just draws them in and ensures you'll always have to fight through a small horde of bad guys in order to travel pretty much anywhere. Even when you clear the roads you'll find more waiting for you the next day, and while they'll rarely be anything too challenging for a well-trained guardian or adventurer to deal with they show up in large enough numbers to be a serious threat if you don't take them seriously or just try to run through them.

Island of Lost Souls (+200 CP)
The Village of Lost Souls is a mysterious place on a desolate island where dead souls reside, guarded by a mysterious and powerful jailer. It's not the sort of place anyone wants to visit, so of course that's exactly where you're starting your stay in this world. You appear within the village and must find a way to escape both the village and Mud Bog Island before your ten year stay begins. Don't expect to simply walk out of the village either: the guardian scales to your power, and if he catches you outside the village he'll pursue you all across Mud Bog Island and drag you back to the village. However if you find a way to escape the island he'll give up the chase and you'll be free to enjoy the rest of the jump without him.

Scattered to the Wind (+200 CP)
Say goodbye to all of your old powers jumper, because they've been sucked out of you and scattered all over Sequin Land. Much like how Shantae lost her magic after beating Nega-Shantae, your perks and powers have turned into monsters that have to be hunted down and slain if you want to get them back before the end of the jump. The stronger the power was the stronger the monster it spawns will be, and if you leave them alone they might start rampaging around and causing problems for other people. At least you don't need a special lamp to get them back like Shantae did with the cacklebats: just kill the monsters and you'll regain the power instantly, and any perks left at the end of the jump return to you automatically.

Memory Troubles (+300 CP)
It seems you've made a new friend! Her name's Holly, she appears to be a half-genie, and she's your one and only companion. Now if only you could remember how you met her… or anything else for that matter. The truth is that Holly is a memory wraith, and together with her giant sandworm Wilbur she's stolen your memories and inserted herself into what's left of them. Getting your memories back is as simple as finding and defeating Wilbur (he lives in the ruins of Tassel Town way out in the desert), but good luck finding him with Holly running interference and keeping you to herself, preventing your companions from helping you. You'll have to find a way to puzzle out Holly's true identity and figure out what happened to your memories in spite of Holly's interference and the fact that you start out trusting her with your life. Holly can be pretty nasty to anyone who gets on her bad side but if you manage to befriend her you can take her with you as a free companion once the jump is over.

Never Skip Leg Day (+300 CP)
Shantae has a bad habit of losing her special dances between adventures because she doesn't practice as often as she should, and you're about to have the same issue. Your skills and magical powers degrade quickly when not in use and if you slack off on your training you'll quickly degrade to a level of ability only marginally better than an ordinary human. Training negates this penalty, as does going on adventures and actively using your powers instead of sitting around enjoying a peaceful life, but if you have many different powers you'll have to train all of them to keep from getting rusty. Any degraded powers and skills return to their former levels automatically once the drawback no longer applies at the end of the jump.

A Guardian's Work is Never Done (+300 CP)
The genies left a lot of unfinished work behind when they vanished from Sequin Land, and all of that work is about to become your problem in a very big way. Ancient seals are coming undone and powerful fiends like the Pirate Master and the Siren Empress are coming back to haunt the land all over the place, and in far greater numbers than a single half-genie can possibly keep up with. They'll start off as minor problems like local monsters causing problems for travelers but if someone doesn't put those fires out they escalate into much bigger problems like monster hordes raiding towns and cities. You might not be a hero or even a good person but if you don't lend the good guys a hand dealing with these issues there won't be much of Sequin Land left by the end of your jump.

Your ten years in this world have come to a close.

Move On
Stay Here
Go Home

Notes: