Wildcard Presents... Version 1.0

The



CYOA
(Jumpchain Compatible!)

The Verse flows throughout Aquaria, through each ripple and wave, through every living being. From the highest reaches of the Veil, where waves reach into the blue sky, to the lowest depths of the lightless Abyss, the Verse pulses through the waters, like the heartbeat of the ocean. All life, from the humblest fish to the mightiest God, dances to its song. Through the Verse, these lives are bound together, and the stories they tell flow through each other like the currents in the ocean.

You've been given a unique chance to become a part of the Verse, and visit the undersea world of Aquaria. Its story will become your own, and yours will become a part of it. You will live your life within its fantastic waters, swimming wherever the current takes you. There will be great beauty, but also true horror - and like another who swam these shores, you may discover far more than you'd wished to. But if you do not fear such revelations, and are prepared for whatever the depths may hold, then Aquaria welcomes you to its waters.

You Gain +1000 CP

===Body===

The human form is unsuitable to Aquaria, and so you will been gifted with a new one from one of the humanoid races that once traveled the waters of Aquaria. Regardless of which option you choose, you'll have the same sex that you did previously, and will be biologically equivalent to a human (1d8)+15 year of age. You can instead choose both of these things by paying 100 CP.

Vedha (0 CP): Aside from your pale green skin, white hair, frilled ears, and webbed fingers and toes, you look almost human. You're similar in other ways as well – aside from basic aquatic adaptation allowing you to function in any underwater environment up to and including the bottom of the Abyss, you're utterly unremarkable. You also share one other similarity – you may naturally breathe air.

Mithalan (50 CP): Resembling a hybrid of fish and human, Mithalans had sea-green skin and fins on their arms, legs, and spine, as well as larger frilled ears and fin-like hands and feet, and elongated heads. You will inherit this ichthyoid body, uniquely well-built for exploring the sea, and your powerful arms and legs will be capable of swimming in nearly any current.

Erulian (50 CP): The Erulians were a peaceful and elegant species, fish-like with pink scales and long, flowing fins growing from their hands, feet, and heads. They heard the Verse more keenly than most, and their closeness gave them a remarkable ability to manipulate it. However, you will also share their fragility, and will find yourself less durable than you would have been.

Lumarian (50 CP): With flowing, tentacled bodies, spindly arms, and heads somewhere between insect and dolphin, Lumarians were only barely humanoid. However, they had brilliant minds, allowing them to create fantastic machinery. As a Lumarian, you'll be smarter and more creative than before, though also unusually curious. You are also naturally amphibious, and can breathe air as easily as water.

Arnassi (100 CP): Resembling a seahorse twisted into a humanoid, Arnassi had tails as lower bodies, but powerful arms and heads more smooth and curved than a seahorse's would be. They were among the fastest creatures in Aquaria, though heavy currents tired them out, and you will share this mighty speed. You also have an affinity with the giant seahorses common to Aquaria.

Krotite (100 CP): The Krotites were a race of warlike humanoids which resembled a combination between a predatory cat and a sea lion, with violet skin and fur and glowing red-orange eyes. The Krotites honored raw power over anything else, and trained both body and mind in the pursuit of destruction. As a Krotite, you will not only be stronger and tougher, but will be able to use the Verse to charge the water with energy, creating burning lances to strike down your foes.

Druniad (100 CP): Rather than a mammal, Druniads were living plants - their heads pale white tubers, their body and limbs networks of twisted roots and vines. Not only will becoming a Druniad render you tougher, but you will gain some of their control over nature. Plant life will respond to your call, and with a flick of your finger, you can throw powerful seeds that will erupt into masses of tangled thorns.

Mutant (200 CP): You have become a monstrous lifeforms from deep within the Abyss, further down than any Aquarian has dared delve. Your body is eerily humanoid, with a hauntingly human face – but instead of flesh your body is formed out of dark violet chitin, and while your limbs appear ordinary, they end not with hands or feet, but a mass of twisting tentacles. Your body brims with power, making you stronger than a Krotite, faster than an Arnassi, and sturdier than a Druniad. This power can be unleashed into the Verse in the form of chaotic energy, forming twisting balls of jagged ice and steam that hunt down whatever you aim them at, following them as long as their discordant song echoes.

===Reason===

Since your birth, you have lived the life of a simple creature, never questioning the world around you. However, one day, all of that suddenly changed, and you were no longer satisfied with what you currently had. The nature of that impetus is up to you - you may pick any of the Reasons for your awakening for free, though you may only pick one.

Exhilaration: One moment, you were going about your ordinary life. The next, you were fighting for your very survival. Not knowing whether you were going to live or die, feeling the rush of terror and exhilaration mingling together - it was something you'd never experienced before, and to your bewilderment, something you enjoyed. Your old life, boring and safe, no longer appeals to you - your heart aches for the moment you can test yourself against another truly terrifying foe.

Restlessness: For all your life, every day has been the same. One day, however, you woke up with a strange sound in your ears - the crashing of new waves, the sounds of undiscovered waters. You felt compelled to seek out that sound, and to follow it wherever it might lead. The old chapter of your life has come to an end, and a long journey - one that may never come to an end - has begun. As far as you're concerned, though, an ending would be entirely unwelcome anyway.

Loneliness: As if from a dream, you awoke one day to the reality of your existence. For as long as you remember, you have been alone. You're not sure if you're the last of your kind, or if others might still be out there, but the idea of living the rest of your days in solitude terrifies you. While you won't feel complete until you have discovered others, if you eventually do, you'll find it easy to make powerful bonds with them - and heaven help anything that tries to sever them.

Autonomy: One minute you were somewhere else, and the next, fires were all around you. You fell, farther you thought possible, and the waters embraced you. There was darkness, and then, you awoke, your body transformed but your mind exactly the same as it was before. While this means you won't face the same drive the other reasons would awaken within you, you have no memories of the world around you, save for any you might have brought with you from your life before arriving here.

===Starting Location===

Every journey begins somewhere, and it's time to determine where yours began. For 100 CP, you may choose this origin; otherwise, roll 1d8. If your origin wasn't Autonomy, you've lived most of your life in your starting area, and have some knowledge of how to get around there. However, there will still be a lot to discover, due to your former lack of interest in your surroundings, as these areas are far more vast than the game might suggest.

1: Home Waters - This network of underwater caverns, shallow enough that light still reaches them but deep enough that storms pass them by with barely a tremor, is an ideal starting spot. There's very little danger here, but still wonders to discover. The ruins of both the Krotite and Erulian civilizations can be found here, marking their violent ends at each others' hands.

2: Open Waters - Out of the Home Waters, the oceans of Aquaria open up into a seemingly-endless blue. Countless reefs and seamounts twist beneath the waters, forming endless nooks and crannies for an interested traveler to explore - perhaps to search the empty Colosseums that mark the passing of the Arnassi, or to take refuge from its fierce currents or dangerous predators.

3: The Veil - Far above the Open Waters, rock turns to sand, and the deep blue sea begins to become eerily clear. Legend says that, should you continue swimming, you may find an entirely new world - one without water, without the hum of the Verse. The ruins of the Lumarian temples can be found here, their clockwork still ticking along unabated.

4: The Kelp Forest - A gigantic forest teeming with life, grand enough to dye the entire sea vibrant green. Countless diverse creatures dart between the massive stalks of kelp, forming an entire ecosystem like nothing else in Aquaria. Should you look carefully, you may find evidence of the lost civilization of the Druinads, though most has been reclaimed by the ecosystem.

5: Mithalas - A long-forgotten city hidden in one of the largest valleys in the Open Waters. Beautiful, flower-like domes stand empty, a testament both to the skill of their creators and their dark fate. Not a single inhabitant seems to have escaped whatever befell it, but the pulse of life in the center of its palace hints may hint differently...

6: The Abyss - Deep beneath the Open Waters, where the light can no longer reach, lies the network of inky caves known as the Abyss. Without your own source of light, attempting to navigate through the darkness would at best cause you to end up lost forever, and at worse, bring you somewhere deeper than you ever wanted to delve.

7: The Sunken City - You've found yourself in a strange place, far beneath the surface of Aquaria - the nigh-endless ruins of an ancient civilization, older than any other found within these waters. Its designs are alien, unsuited to Aquaria and resemblind nothing else within it. Perhaps their origins are from somewhere beyond it - perhaps beyond even the Verse itself.

8: Free Choice - In a twist of fortune, you've been offered the ability to choose your own story. You may pick any of the above locations to call your home.

===Abilities===

The waters of Aquaria are vast indeed, and contain both dangers and secrets. These abilities will help you handle both of these, for a price. Free abilities are available without cost; discounted ones are purchased at half price. Abilities can only be taken once unless noted otherwise.

Aquatic Adaptation (Free): Regardless of your origin and reason, you are now adapted to life within the waters of Aquaria - and, indeed, any waters you may visit in the future. Swimming is as easy for you as walking once was for your human form, and you find yourself able to navigate the three-dimensional environments of an undersea world effortlessly. As a small mercy, you have also developed a taste for seafood, and should you have any phobias or conditions which would impair your time here, you will find them absent.

Diva's Voice (100 CP): Some are born to sing as part of the choir; you, on the other hand, were destined to be a soloist. Your voice has become magnificent - powerful, enduring, with an immense range and vocal agility, and beautiful almost beyond compare. You also have sufficient natural talent to use this voice; though by no means a master, you are able to hit any note within your range without difficulty, and can hold a note without wavering. Continue your practicing, and one day you may be the greatest vocalist Aquaria has ever heard.

Feral Form (100 CP) (Free Exhilaration): A strange song has infused your body with the aspects of an apex predator. Jagged claws and teeth now enable you to make short work of most prey, and your strong, animal limbs now let you swim in even hurricane-tossed waters without difficulty. You've also gained strong, shell-like armor over significant portions of your body, protecting you from harm. Even your senses are now keener - your nose is more accurate than a shark's, and your ears can easily pick out the sound of a single fish swimming in a mighty current.

Ravenous Metabolism (200 CP) (Discount Exhilaration): Hunger gnaws endlessly within you, and though you may temporarily sate it, it will always be a part of you. Any meal you consume will be quickly digested, causing your body to rejuvenate itself from the meal's nutrition. But the true power of this gift comes when you feast on the flesh of one who perished in battle at your hand - once you have consumed said foe, you will temporarily gain an aspect of their power. Though short-lived once called upon, these gifts may be held within you indefinitely, waiting for the chance to be unleashed against another unwary meal.

Godslayer (400 CP) (Discount Exhilaration): Some spark of madness has ignited within you, driving you onward whenever you face that which is far greater than yourself. Though you are no stronger or faster than you were before, your combat ability is drastically improved against any creature significantly larger than you. You gain a sixth sense for their weaknesses, allowing even your meager attacks to find purchase, while finding it far easier to evade the immense counterattacks they send your way.

Song of Triumph (600 CP) (Discount Exhilaration): While all life is shaped by the Verse, there are voices so vast that their songs shape it in turn. By facing a foe strong enough to truly threaten your life in battle and triumphing over them, you are able to lay claim to their mighty song, allowing you to subsume them within yours and reshape yourself the same way. Not only will you gain a semblance of their form, but you will also inherit some measure of their power as long as you bear their image. While only one such song may shape you at any time, the others will remain within your memory, waiting to be voiced once more.

Call to Adventure (100 CP) (Free Restlessness): Unknown waters call to you, their strange songs drawing you towards new experiences and discoveries. Your soul resonates with this music, causing you to be guided as if by a sixth sense towards the novel and unexplored. The more unusual a thing is, the more its song will call to you - thus, a forgotten ruin will produce a stronger song than a sunken treasure, which will in turn be stronger than an empty but unexplored chasm. This also helps you identify songs you are already familiar with, allowing you to find your way back to the familiar... or avoid it a little longer.

Rippling Echoes (200 CP) (Discount Restlessness): Even when the song has ended, its echoes may yet live on. By coming to a place where events of great significance occurred, or acquiring an item used for a significant purpose, you are able to listen for these echoes, enabling you to gain understanding of the song which created them. Though most echoes fade quickly, leaving only momentary glimpses of whatever unfolded, some - moments of great importance or emotional turmoil - leave longer-lasting ripples that allow you to experience the time leading up to them as if you were truly there.

Spiritual Sojourn (400 CP) (Discount Restlessness): You've learned how to make the ultimate journey, leaving behind your body, frozen in place, and entering the world of spirits. While in spirit form, you cannot be harmed, and time seems to slow to a crawl - but you also cannot affect the world of the living through any means. Initially, you will not be able to travel far from your body; with practice, however, the distance and time you can abandon it before having to return will only grow. Beware, though - time may move slowly but it does move, and should you leave your body too long you may find nothing left to return to.

Song of Discovery (600 CP) (Discount Restlessness): There are places of power within Aquaria, where the Verse resonates and echoes until it becomes something new. Within those places, you have learned how to change your own song as well, allowing you to be similarly transformed. Whenever you discover a location which truly captivates you, you will be able to learn the unique song of that environment; when voiced, it will reshape you into a being reflecting its unique beauty, with abilities befitting this new form. However, only one such song may be sung (though know known) at a time; you cannot sing another while so transformed.

Choirmaster (100 CP) (Free Loneliness): Remnants of an ancient song, from before the Civilizations of Aquaria became nothing but bones and relics, echo within your mind. By sharing this song with another, your own songs will become bound together. You will gain a measure of understanding over the other, and no matter how far you wander, you will always be able to feel their presence. This bond also comes with an additional benefit - any environment, no matter how harsh, becomes welcoming to them as long as you could call it home. Thus, even a land-breathing creature would have nothing to fear from Aquaria's waters.

Soothing Melody (200 CP) (Discount Loneliness): Though only traces remain of the beings that once called Aquaria home, its waters still teem with endless varieties of life. Myriad in form and type, the Verse flows through each of them. By calling upon it, you may gain some measure of control over simple lifeforms, bending them to your will. Even a hungry shark may be compelled to seek easier prey, while friendlier creatures may be persuaded to care to your needs or even defend you from harm. Under the right circumstances, you may even be able to form a true bond, transforming a humble beast into a lifelong friend and companion.

Wrathful Protector (400 CP) (Discount Loneliness): Solitude has taught you to hold each bond you do form precious - and heaven help the fool who seeks to break them. Should a person you care about be

put in danger, or taken from you, a violent anger fills your soul, guiding you unerringly towards them and granting you unearthly power and determination as long as you strive towards their rescue. Should they be harmed, this fury shall only grow in intensity and fervor - and if their song is snuffed out, then little in this world or any other will be able to prevent you from taking your vengeance.

Song of Union (600 CP) (Discount Loneliness): Perhaps the greatest secret of the Verse, you have learned to bind your song with the song of another who you have formed a deep and powerful bond with, combining your separate voices into a single harmony and becoming one being. With aspects of both you and your partner, this form will have the ability to call upon the powers of both, and even unite your abilities to create something greater than the sum of its parts. As with all songs of similar power, only one may be maintained at a time; to unite with a second companion in this way, you must first return to your separate forms.

Unveiled (100 CP) (Free Autonomy): For those born within Aquaria, the Veil is a terror - the end of the world, with nothing beyond but desolation. You, on the other hand, were originally born beyond it, and that memory has adapted your body to the point where you can not only survive in this waterless environment, but thrive. Rather than the clumsy steps of a fish out of water, you are able to run and leap over the terrain with unnatural grace and speed, scaling mountains with precise acrobatic feats. You are also capable of breathing air, and if you possessed this gift before, find your lung capacity immensely increased.

Shaper's Melody (200 CP) (Discount Autonomy): While an undersea environment may not permit a roaring fire or a heated forge, you have learned to make do. Whenever you seek to create something, you may call upon the Verse, singing raw materials into a finished product. Though you must provide these materials and the know-how to work them on your own, the only tool you need is your voice, and the finished product will not be diminished by this process. You are even capable of experimenting and tinkering with your craft through creative use of songs, although too creative an experiment may result in nothing but a soggy Sea Loaf.

Melodic Expectation (400 CP) (Discount Autonomy): All creatures are born hearing the verse - but you, as an outsider, have learned to truly listen to it. By understanding its melody, and feeling its rhythm and tone, you can gain insight into the meaning of its song, enabling you to gain an almost precognitive understanding of what the immediate future holds. It will warn you of danger, urge you towards momentous discoveries, prepare you for loss, and even lull you to sleep when it signals a place to rest. Not to mention, it provides quite the catchy soundtrack while doing so.

Maestro (600 CP) (Discount Autonomy): Once a stranger to the Verse, it has now become a part of you - and you, in turn, have become a part of it. When you call out in song, it will dance to your tune, allowing you to bend and shape the world around you. Though fine control will require practice, even as a novice you will be able to wrap it around you to create a shield or around objects to act as a hand, and energize it as a weapon. With sufficient practice, you will be able to exercise similar control over the songs of others, allowing you to tear apart or mend their mortal forms, or - through long and exhaustive compositions, even reshape them. Perhaps as the ages pass, you will even follow in the Creator's footsteps and create life of your own.

===Items===

Many treasures lie hidden in Aquaria, from mundane items of beauty to unique gifts crafted with the power of the Verse. For a small cost, you may acquire your own treasures, without any need to seek them out. While some may be found, others hold unique blessings, and you will never find their like.

Mithalas Pot (50 CP) - This pot was crafted by the Mithalans, and is decorated with scenes of those long-dead people hunting schools of fish. It was designed to store meat, and will not only protect whatever is placed in it from spoilage or predators, but ensures its stores will never run out. Each day, it will refill with various fresh meats, generally from fish but occasionally from other aquatic sources.

Seed Bag (50 CP) - Once formed by the Druniads out of still-living leaves, this bag is filled to the brim with all varieties of seeds. When planted in the silt of a sea bed, they will quickly sprout into a small garden of leafy green plants, perfect for forming the base of a meal, or crafting into healing poultices. Somehow, no matter how many seeds are drawn from the bag, it never quite runs out of them.

Jelly Beacon (50 CP) - A glowing plant which resembles an angler's lure. It easily finds roots in any oceanic environment, and thrives regardless of whether it is cared for. Jellyfish of all varieties are drawn to its radiance, and will drift around it for days on end. Aside from beauty, this plant ensures any Jellyfish that dances within its light will swell with a potent oil useful in all varieties of healing recipes.

Home Cave (100 CP) - You've found your own little place to call home - a cave filled with warm light and feelings of overwhelming familiarity. Bound to your song, even when your journeys take you out of Aquaria its comforting waters will always find their way back to you. It is decorated to your taste, and includes a soft bed, a kitchen, and room to decorate, and even a door complete with keyhole.

Big Seed (100 CP) - Larger than most fish, this spined green seed thrums with the energy of the Verse. When planted, it will sprout into not just one bloom, but a colorful garden. Not merely beautiful, these flowers regularly grow potent fruit, including vibrant red bulbs which burn with fiery energy, and cyan ones filled with life-giving nectar that, when properly prepared, can heal even mortal wounds.

Rukh Egg (100 CP) - This silvery egg, veined with gold, comes from the legendary Rukh - a strange creature dwelling beyond the Veil. Filled with all the nutrition a young Rukh needs to survive, this egg is enough to be a meal on its own, and is a key ingredient in some of Aquaria's most legendary dishes. Each day after you've consumed this egg, you will somehow find another waiting for you.

Urchin Costume (200 CP) - Fashioned from the shells of sea urchins, this spiky costume is neither stylish nor particularly protective. However, it is covered with extremely sharp and very durable spines, making any attack on the wearer a truly risky proposition. Some remnants of the urchins' songs still echo within the garb as well, ensuring that one need not strike the spines themselves to feel their sting.

Crabshell Armor (200 CP) - Formed from the shed carapace of a legendary Crab once revered as a God, these chitinous accessories cover little of the body, but the material is hard enough to deflect nearly any attack. Some of the old God's power also still remains active within it, significantly warding off any attacks which would strike the uncovered portions of the body.

Jellyfish Costume (200 CP) - Not merely armor, some unknown hand formed a still-living jellyfish into this outlandish outfit. Its unusual appearance belies a powerful curative ability, however - as long as you are wearing it, it will intermingle its life force with yours. When you are badly injured, your wounds will begin to knit together, letting you recover until you reach a more stable condition.

Tooth (100 CP) (Free Exhilaration) - Torn from the jaw of a mighty beast, this long, sharp tooth makes a crude but effective weapon. No sharper than an ordinary metal blade, it is almost impossibly durable, ensuring it will never chip or dull. Also, while most cutting weapons would be slow and unwieldy in the water, this fang will always strike with the same swiftness and ferocity that its former owner would.

Energy Idol (300 CP) (Discount Exhilaration) - Crafted by the Krotites as a weapon of war, this idol burns with their violent power. By touching it, this power will flow into you, allowing you to see the flow of energy within Aquaria and ignite it with a touch – or boosting your might with such abilities if you already know these techniques. Though this power will fade, touching the Idol will refresh it.

Drask's Trident (600 CP) (Discount Exhilaration) - Once held by the last prince of the Mithalans, this beautiful golden trident is an elegantly-designed weapon of war. Impossibly sharp, it can pierce any known substance in Aquaria almost effortlessly, and the Prince's knowledge of the spiritual arts have rendered it able to harm even beings not of the physical realm. It also resonates violently with the destructive powers of the Verse, significantly increasing any such ability used by its wielder.

Song Plant Spore (100 CP) (Free Restlessness) - This spore reacts strongly to the Verse, changing color and pulsing with its melody. When planted, it will grow into a colorful bulbous plant, just as reactive to your song. When sung to, it will eventually burst, leaving behind a new spore and a treasure which has grown within it – generally a rare ingredient, a meal, a poultice, or a trinket, but occasionally rarer.

King's Skull (300 CP) (Discount Restlessness) - There must be an intriguing story behind how he came to rest in the deep waters of Aquaria, so far from home, though you may never learn it. Regardless, his remains now resonate with whatever amazing events befell him, making him into a magnet for the unusual. As long as you carry this skull, your life will never be ordinary, both for better and worse. Of course, should you ever tire of this excitement, he also makes an excellent decoration.

Stone Head (600 CP) (Discount Restlessness) - Whether the product of nature or something else, this abstract face is an echo chamber for the Verse. Songs from the surrounding area rapidly fill it, and through trial and error, you are able to cause it to relay these melodies to you, filling you with knowledge. The longer it is left in one place, the more melodies will fill it; a day or two will be enough to get a feel for the area; a year, and it will hold a detailed record of everything since prehistory.

Cooking Pot (100 CP) (Free Autonomy) - Carved from an unique stone found nowhere within Aquaria, this vessel is extremely versatile, and can stand in for all manner of Earthly cooking container. Aside from mundane utility, its unusual material enhances any food prepared within it, greatly improving not only the taste and nutrition but any other effects the meal prepared in it may have. This property also extends to any crafting performed with the Shaper's Melody, though to a far lesser degree.

Odd Container (300 CP) (Discount Autonomy) - Matching no design known to Aquaria, this artifact is clearly from beyond the Veil. Within it lies a collection of treasures - tools, artifacts, and an immense collection of books and schematics, miraculously preserved by a sealed air bubble caught in its lid. Even a cursory glance will reveal breathtaking designs - ships built to sail across land, sea, and sky, intricate armor and weaponry, and even islands which float far above the Veil.

Mother's Lullaby (600 CP) (Discount Autonomy) - Battered, waterlogged, and decaying, this ancient book is almost too fragile to open. Once a collection of children's songs and stories, it is now all but ruined. However, a single page miraculously escaped any damage - the musical notation to a song, one whose Verse is eerily familiar, and whose Chorus was lost since the dawn of Aquaria...

===Pets and Companions===

Stories are meant to be shared, and lonely indeed is the storyteller without one to share in the tale. For a small expenditure, you may ensure your time in Aquaria is not a solitary one, either by making new friendships or ensuring those you already have endure despite the new conditions.

Primal Egg (100 CP, Discount + One Free Loneliness) - These tiny eggs hide great power, for the embryos within are descended from Aquaria's Gods. Once hatched, the creature within will imprint on you, serving loyally as long as you desire. Though it will not obtain the size or power of its forefather, it is still far more durable, strong, and cunning than an ordinary member of its species, and its divine ancestry renders it unaging. You may choose from any one of the following with each purchase:

Blaster Peg: Matching nothing terrestrial, this creature resembles a bivalve with two hard wing-like shells around a bulbous body. Energy thrums within it, and it is capable of firing off this energy in the form of bullet-like bubbles of superheated water which curve to strike its targets.

Dumbo Octopus: This bizarre-looking cephalopod derives its name from its prominent ear-like fins. It is extremely intelligent, able to fit into incredibly small spaces, and is capable of emitting a glow bright enough to light up even the darkness of the Abyss. However, it has no obvious natural weaponry.

Nautilus: Considered a living fossil, this mollusk's hard, curved shell is nearly impervious to harm. It is capable of launching itself at your foes with surprising swiftness, making it a capable bodyguard.

Piranha: This small tropical fish has a nasty disposition, and even nastier set of teeth. An eager, hungry protector, considers anything which poses you a threat a potential meal, and partakes at your command.

Seahorse: A bony, scaleless fish, named for its vague resemblance for a creature from beyond the Veil. ts swift swimming speed and powerful tail make it an ideal mount.

Turtle: Largest of all the Primal Eggs, the craggy turtle which hatches from it will grow to the size of a small whale. Though docile and not terribly swift, it has a perfect memory, and can swim day and night to return to anywhere it has been before.

Strange-Looking Creature (200 CP, Discount Loneliness) - This unusual humanoid looks like nothing seen in Aquaria. He or she (your choice) is covered from head to toe in an artificial skin, and seems to have gotten its head trapped in an odd-looking shell - and something tells you removing it might be a bad idea, at least underwater. While not much for speaking, they have excellent mechanical skills, and can hold their own in a fight using a built-in blaster glove.

Leading Lady (600 CP) (Discount Loneliness) - Once a feral creature just as you were, this young woman has recently awakened to her own feelings of loneliness, and sought off in search of discovery. Though still untested, her power over the Verse is immense, and she has the potential to learn many of the abilities you could have purchased - including the Songs of Triumph and Discovery. Should you tie your story to hers, she will prove a true and valiant ally, no matter where your journeys take you.

Shoal (100-400 CP) - If you'd prefer, you could always bring along your existing partners rather than purchasing a new one. For 100 CP, you may bring a single Companion along with you, giving them any form that you could have chosen, as well as 400 CP to purchase Abilities (though only 300 if you chose for them to be a Mutant), as well as Aquatic Adaptation. For each additional 100 CP you spend, you may double the number of Companions you import, up to a maximum of eight for 400 CP.

===Drawbacks===

Should you find that your reach exceeds your grasp, or simply wish for a greater challenge, you may take any of these hindrances in exchange for additional points to spend. Be aware, however, that only the two most expensive drawbacks will award full points; any others you choose will award half as much, to a maximum of 600 extra CP in total.

Fallen Breed (+100 CP) - Whatever your Reason is, it consumes you far stronger than it otherwise would have. Should you desire Excitement, then you will feel yourself almost unable to avoid battle, and struggling not to give in to your bloodlust. Should it be Restlessness instead, then every day you spend in the same place will gnaw at you, forcing you to move on and discover somewhere new. Loneliness will force you to constantly seek out others, or, if you already have come into their company, to neglect your travels to spend time with them instead. On the other hand, if you chose Autonomy, then you will find it extremely difficult to adapt to the world of Aquaria, as everything around you seems to feel unnatural and wrong.

Not Another Sea Loaf! (+100 CP) - You have been rendered completely inept when it comes to crafting, to the point where preparing even the simplest meal or poultice is a challenge for you. Even recipes or blueprints burned into your mind through repetition will still collapse into a mess of ruined ingredients more often than not, and any attempt to improvise or create something new will be a wasted endeavor. The only task which will not trigger this effect is performing routine maintenance on existing objects - and even then, a complicated repair is best left undone lest you make things worse. Prepare to savor the taste of raw, unseasoned meat and whole bulbs for the next ten years.

Echo Chamber (+100 CP) - The waters of Aquaria ring with countless echoes, moments when a song came to a tragic ending. You are unusually sensitive to these echoes, and find yourself regularly assaulted by powerful flashes of memory. While most will end after a few moments, they will leave you disoriented, as you struggle to recover from images and feelings of tragedy and understood what it was you just experienced. If you purchased the Rippling Echoes perk, you may be able to glean some information from these attacks, or even dive deeper into them if you desire, though you are unable to ward them off or end them prematurely. Without it, they will quickly fade from your mind, like a dream you were torn away from.

Alone (+200 CP) (Requires at least one Companion or Pet): Though many Civilizations once filled Aquaria, the only sapient beings you would have come across would have been those you brought with you. However, you are now deprived even of those - any Pets or Companion you did not purchase in Aquaria is now locked away from it entirely, and even those you did purchase have been torn from you and scattered somewhere within its waters. Should you desire their company, you will need to seek each of them out in turn, with no real idea where in the vast waters of Aquaria they ended up. Of course, they will be returned to you at the end of ten years even if you cannot track them down, but it may be difficult to last that long without their aid.

Swim for your Life! (+200 CP) - Something about your song is discordant to the creatures of Aquaria, and for most of them, the only solution is to silence it once and for all. Even otherwise peaceful herbivores, such as the Sea Turtles and Walkers that call Aquaria home, will now attack if you come too close, while more vicious ones will chase you down with the sole intent of ending your life. Creatures will even cross our of their natural territories in pursuit of you, traveling untold miles out of their way just for the chance to ambush you in what you had considered safety. Needless to say, expect to find yourself fighting for survival on a daily basis.

Lost to the Song (+200 CP) - In a world where sound has such profound importance, you have been rendered completely deaf. The entire world of sound has been lost to you, depriving you of an almost unfathomable level of sensory awareness, especially in murky waters where your sight may fail you. More importantly, while you may still feel the pulse of the Verse, much of the complexity of its notes have been lost to you, and you can only guess at how to voice its powerful melody. This has greatly reduced the power of any ability you have which makes use of the Verse, especially those which rely even in part on individual songs.

Fish Out Of Water (+300 CP) - Something went wrong in your transition, and while you are still gifted with a new body, no adaptation to the water came with it. In fact, you're less comfortable in the water than you've ever been before. Your swimming is inefficient and exhausting, you find it extremely difficult to think in more than two dimensions at a time, and the very water around your body makes you feel sluggish and heavy. Of course, you could always seek to cross the Veil, and simply escape this fate altogether... but since that would be far too easy, you've also been shackled with a need to spend the vast majority of your time in the water - if you spend more than one day per week above the waves, you will rapidly die of dehydration.

Worship (+300 CP) - Though there are many Gods in Aquaria, each of was designed and given life by a Greater God - the Creator. All that you have witnessed and all that you have struggled through was formed by his hand... and all of Aquaria's civilizations were destroyed by it. Now, this Creator has fixed his eye on you, and what he sees intrigues him. From the moment your journey begins, he will watch your progress, allowing you to play in his world. As time continues, he will begin to intervene, seeking to test your mettle. Should you prove worthy, then eventually, you will be called to him, so that you may bow before him and become his companion for eternity. Refuse, or prove unworthy, and you will face the wrath of one who has annihilated empires.

Hidden Memories (+300 CP) - Your memories have been taken from you. While you can remember the moment of your awakening, the impetus which shaped your Reason, nothing else remains. Not your life before this world, not your skills or abilities, not the choices you made when coming here, not even the fact that you were given choices. All you can remember from the past is that you did not lose them naturally. They were taken from you, by someone or something, and scattered throughout Aquaria. You must find them, follow the trails hidden within them, and learn everything which you once knew before... because whoever took these memories you had a reason, and if you cannot find your way, you will be helpless to stop their dark designs.

===Ending===

Once you have come to the end of your story, either by surviving for ten years or by perishing beforehand, you will have one final choice to make. Of course, if your life ended before the ten years lapsed, this choice has already been made for you - you will return home, to the moment of your departure, with anything you gained in Aquaria and your memories of your time there a consolation prize. Otherwise, you may pick any of the following three options.

The Return: After a long journey, there's nothing quite like returning to the familiar waters of your home. You will be able to return from the moment you left, taking everything you gained from Aquaria with you as your reward. Any Companions you acquired in Aquaria will be gifted with new identities and (if needed) the ability to take a human form, while any Pets will be given comfortable aquariums sufficient to support them, while anything you planted will be returned to its original form.

The Verse: You've reached an end, but this is not all Aquaria has to share. No matter how careful your searches, how deep your swims, Aquaria will always have another unexplored nook or cave, another battle to face. You will live out the rest of your days in its waters, making whatever you choose of your time here. At home, your song will come to an end, with anything you left unfinished mysteriously tidied up, and anyone you left behind will quickly comes to terms with this ending.

The Traveler: While your time in Aquaria has come to an end, that doesn't mean there aren't other worlds with other stories. If you'd like, you may be sent to one of these other worlds, for another ten year period. As always, anything you acquired in Aquaria will come with you, but otherwise, the worlds you left behind will be frozen in the moment you left. You also receive comfortable aquariums for any pets you have, although your Companions will remain as they are.

Regardless of what choice you make, you will be able to return to the form you took in Aquaria any time you desire. Additionally, you will discover that, while the Verse itself may not be a part of these worlds, they have their own songs, and your newfound talents will work just as well in conjunction with those songs as they would before your departure.