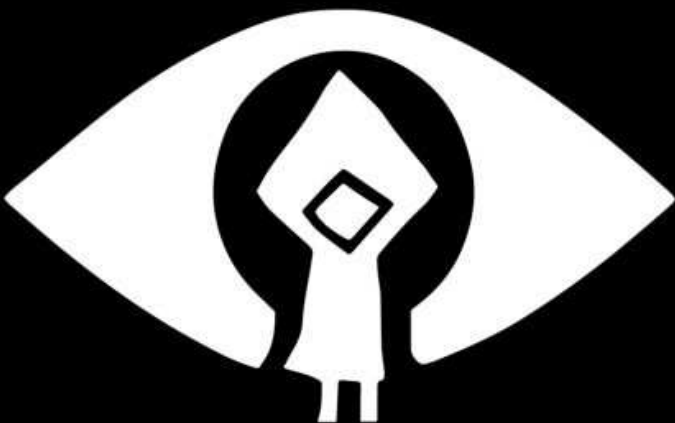




LITTLE NIGHTMARES

Jump by Aleph_Aeon

Welcome to the world of Little Nightmares, a chaotic, scary and dark land, filled with corruption, fear and hedonistic former humans, where many struggle to survive. This world is also home of our dear hungry girl, Six, one of the many childs trying to survive in this cursed place, but not a normal one...

Among all the chaos of this world, four Entities are currently fighting a war for influence. The Entities are powerful supernatural forces, which grants the people's wishes but always distort them and charge something in return, and, due to their influence, the world was corrupted and changed to become what it's today.

These four Entities are: The one using the Lady as its vessel on the Maw, the Transmission's Entity, the North Wind and an unknown fourth Entity (Maybe the Entity appearing on the mirrors in the comics). Some theorize that Six may be the fourth Entity, on her way to devour her other three opponents.

You'll arrive at the same time that the Girl in Yellow Raincoat wakes up. You'll stay ten years in this dark world. Good Luck. You'll need it.

+1000 CP

STARTING LOCATIONS

Roll 1d3 to decide your starting location or pay 50 CP to decide it yourself.

1. The Maw

This metal-plated ocean liner, designed vertically as a skyscraper, works as a kind of underwater resort that caters to the extremely wealthy and powerful elite, where they are served with a special kind of food: humans. There are also many captured children trying to escape from here. The structure is commanded by the Lady, responsible for the spell that keeps the engine running, maintaining this place alive. The Maw is divided in seven main areas: the Prison, where the unwillingly “guests” stay; the Lair, where the Janitor resides; the Depths, located at the bottom of the structure; the Hideaway; the Kitchen, where the “food” is prepared; the Guest Area, where the main guest stay constantly eating without stop; and the Lady’s Quarter, where the Lady lives. This location is where the events of Little Nightmares 1 happen, and, at some moment, Six will arrive and escape to start her quest to destroy this place.



2.The Nest

This tall and narrow mansion located atop a rocky cliff has some similarities with a fortress, due to having some defenses like a gated fence, which itself is surrounded by an electric fence, making it easier to invade it through the air. While this place is in a clear state of decay, there are still inhabitants living here, like many monsters and the mansion's owner, the Pretender, a little girl with supernatural abilities that loves to play and talk with her dolls. Some of the areas found here are: the Attic; the Warehouse; the Workshop; the Butler's Apartment; the Dump; the Main Entrance; the Garden; and the Living Quarters. This mansion is where the Girl in the Yellow Raincoat's journey took place and where she found Six for the first time.



3.The Pale City

At first glance, this city may seem like a deserted place, without life, consisting of countless buildings and many strange features, like the garbage on the streets, abandoned apartments with doors and windows broken and giant fissures on the streets. The main oddity is the number of Televisions found here, being near everywhere. Most of the inhabitants of the city are currently addicted to these Televisions, becoming twisted by the constant exposure to the signal, losing their faces, their minds and their individuality. In the center of the city is located the main building found here, the Signal Tower, where the transmission responsible for brainwashing the city's inhabitants is being broadcasted. The city is where the events of Little Nightmares 2 happen, being the location where the Six and Mono's journey took place.



ORIGINS

You maintain your gender of the last jump and your age varies according to your origin. Pay 50 CP to choose this yourself. Any origin can be taken as a Drop-In.



Lost Child (Free): You're just one of the many captured children by one of the monsters living here. You're one of those that lives in this nightmare, trying to survive with all of your forces, but you're still just a normal child in a world of monstrous adults. Your age is $6+1d4$. Even if you age and become an adult, you'll still be normal and not one of those monsters.

Not a Normal Child (100 CP): You have already seen more than any normal child ever should, but then... you aren't a normal child. You're still a captured child trying to survive in this nightmare, but you have something hidden about you. Maybe it's a darkness trying to consume you or some kind of special power within you. Your age is $6+1d4$. Even if you age and become an adult, you won't be one of those monsters, but you aren't normal.





“Common” Citizen (100 CP): You’re one of the adults living here, but you’re more akin to a human-looking monster than a true human. Either if you’re one of the Viewers living in the Pale City, one of the Maw’s guests or even one of the workers on the Pale City or on the Maw. Your age is $20+1d8$.

The Boss (200 CP): You aren’t one of the many mere citizens in this world, but, instead, you’re one of the many ruling this place, like how the Thin Man, the Pretender and the Lady rules over their domains. Even if you’re a supernatural creature, you look more human than the other adults living here. Your age is $20+1d8$.





ENTITY (500 CP)

You weren't never a human, but, instead, you're a greater existence. You're one of the Entities that truly rules the world of Little Nightmares, with you being a new, fifth Entity, but still having enough power to match the other four Entities. As an Entity, you're similar to a supernatural force, capable of influencing humans and distorting them into monsters through granting them a little portion of your own power. You can also drain the energy and life force or charge them something in trade for your power to strengthen yourself. The other four Entities will start neutral towards you, but they're currently in a war for influence between themselves and you'll probably be a part of this battle. Your age is irrelevant due to your nature. Maybe you're a newborn or even older than humankind itself, but this isn't important.

PERKS

Each perk is discounted to their respective Origin. Entity also gets an extra discount on any 600 CP perk.

GENERAL PERKS:

Don't Fear the Dark (Free): This is a dark world. To live and survive here and to hide from the monsters that lurk around this world, it's needed to embrace the darkness and be its ally, because in the light you see things. Due to it, someone, in this case, you, must consider the darkness as a possible source of safety and not a source of fear. You don't suffer from any kind of fear caused by the darkness as well as being immune to the effects of staying too much time in dark places, like impaired vision or some disease caused by the lack of sunlight. Obviously, this won't protect you from the other dangers that stay away from the light and hide in the darkness like you.

Distorted Monster (Mandatory and Exclusive to "Common" Citizen): The humans in this world have already lost their humanity and became monsters much time ago and, between these grotesque monsters, there are you. You have a grotesque, monstrous form, very similar to the monsters found here. It's up to you to decide the exact details about your new look, but, regardless of it, you'll have clearly monstrous features. **The Boss** may take it too, but it's optional for them instead. Post-jump, you're free from being a grotesque monster, with this form becoming an Alt-Form.

CHOSEN VESSEL (400 CP/Free for Entity): The Entities are basically powerful supernatural forces, without having a true physical existence and, due to this little detail, whenever they want to interact with the physical world, they must use someone or something as a vessel. Some of them also choose specific compatible humans to become their main vessels and work as their main servants. As humans, their vessels aren't immortal, unlike the Entities, requiring a new vessel to be chosen from compatible candidates. You're a candidate to become the vessel of one of the four Entities found here, or maybe of a new fifth Entity. Due to your compatibility with an Entity, you innately have some kind of supernatural power within you and this power enhances some of your abilities to a whole new level, with this perk working as a Capstone Booster, increasing the power of every 600 CP perk.

If you're an Entity yourself, you also acquire an empty doll or a compatible human, whatever you prefer, to work as your main vessel. The doll is fiat-backed while the human can be a follower or a companion of your choice, as well being completely loyal to you.

LOST CHILD PERKS:

Hide And Seek (100 CP): Almost every monster here will attack you on sight, so, to prevent this from happening, you must stay outside their sight. You have a special talent for finding hiding places and to stay hidden and quiet, letting you easily use a stealth strategy to face these monsters. Obviously, your hiding ability is mundane and supernatural abilities might detect you easily.

Run and Improvise (200 CP): It isn't always that you'll be able to stay hidden from the horrors present in this world and when this happens, you'll need to run. While running, especially when being chased by someone or something, your ability to improvise, overcome environmental obstacles and even solve puzzles skyrocket, becoming enhanced by a whole new level. A complex puzzle that would take around ten minutes to resolve in normal conditions could be easily resolved in just a few seconds if you're fleeing from some monster.

Don't Blame On The Kids (400 CP): It's a natural instinct of many species to protect kids, even some of different species, and you, my friend, are the perfect example of this cuteness that makes others want to protect you. Regardless of your current form, almost everyone will consider you somehow cute and, unless they're actively hostile against you, they'll usually tend to help and protect you. This almost always affects friendly and neutral beings, but they won't protect/help you if they actively don't want to. Obviously, this perk usually will have no effect (or have a weakened effect on them at best) on emotionless, mind-controlled, mindless, insane and/or generally evil beings and even them might sense some excitement of attacking you in some cases.



Friends Don't Tell Lies (600 CP): True friends are one of the greatest treasures in all the Omniverse. They'll support you, help you and stop you if you ever lose your way. You'll always be able to find good and true friends anywhere you go, regardless if you're in a comfy world of happiness or in a dark world filled with monsters. This is basically the effect of this perk.

CAPSTONE BOOSTED: You have a very special talent to make friends. You're able to even become friends with beings that normally couldn't, or wouldn't, be friendly with you, like a girl that distrust everyone or an alien with pure hatred encoded in its DNA, but, obviously, it will take time and effort to become friends with them. You can also help your friends to surpass their limitations, develop their abilities and surpass their limits as well achieve redemption and become good people, if they were originally evil.

NOT A NORMAL CHILD PERKS:

Face the Fear (100 CP): You already have seen many things that a normal child shouldn't see and this taught you a lesson. You learned how to never give in to your fear, being capable of staying motivated to act and won't freeze up due to it. This perk won't make you incapable of feeling fear, but it won't be able to negatively affect you anymore.

Agile and Quick (200 CP): You're still a kid, which means that you don't have the same physical strength of an adult, but you have something to substitute for this: agility and quickness. Your speed and agility are peak human, even if you're a kid, as well as being a gifted climber, capable of outrunning most of the monsters found here.

Survivor Physiology (400 CP): This is a world where survival is a challenge and those that live here must be strong to stay living. Basically, you have an above peak human constitution, capable of running for hours without becoming tired and capable of staying weeks without sustenance or even capable of holding your breath for a few minutes. You're also capable of eating food of *questionable* quality without any consequence at all. Obviously, you're still human and you'll become tired at some moment and will need sustenance to survive, but you're capable of lasting longer than any human.



Devourer (600 CP): You developed the same ability used by our dear hungry little girl. Maybe you're another candidate to become the vessel of an Entity or maybe you inherited this power from someone. You're capable of stealing the abilities of those that you devour their flesh, turning their abilities yours. While you don't necessarily need to kill your victims, you'll need to devour at least half a limb worth of flesh to maybe be able to steal the victim's abilities, but, by killing them, you'll be granted to acquire their abilities. If you prefer to keep them alive and still manage to steal some of their abilities, they'll lose access to these specific abilities, but not their raw power. While you can choose which you want to steal, you won't be able to steal all of their abilities, just their main ones. This perk is limited to superhuman abilities, being unable to steal skills, talent, knowledge, memories, genetic information and/or specific traits.

CAPSTONE BOOSTED: As a compatible vessel to an Entity, your ability to steal the properties of those that you devour grows stronger. First, you gain the capacity of also stealing other things beyond just abilities, like specific knowledge, memories, racial traits, talents and skills that you want to steal. Again, for now, you won't be able to steal everything from your victims, but, with an unlimited potential, you can achieve this feat someday. Second, it's possible to fuse multiple abilities that you permanently stole, creating a new ability, stronger and greater than its parts (like how Six acquired life force absorption after stealing the Lady's shadow manipulation and fusing it with her power). For example, if you have both shadow manipulation and space manipulation, you'll be able to create portals and even dimensions made of darkness by fusing both. The fused ability doesn't replace its original components, letting you still be able to use both. Lastly, you're capable of temporarily stealing your target's ability through physical contact, up to half of its original strength. This will last up to a few hours before you lose access to them and, during this time, the victim will have weakened access to that specific ability.



Control the Signal (600 CP): The transmission is the cause of all the chaos that infected and corrupted the Pale City and its inhabitants. And you, like Mono, seem to have a very special connection with it. You're able to control machines at will, like televisions and computers, up to a few meters of distance from you. For now, you're able to just turn them on and off, as this power starts weak, but, with training and experience, you'll become stronger. It's harder to control advanced and/or sentient technology, due to them being able to resist your control, but it isn't an impossible feat. As a simple sign of the true power within you, you're capable of opening portals through using two machines with some kind of screen (like televisions for example), turning into a gateway. The two machines must be within the range of your control and the portals will remain active up to a few minutes before breaking.

CAPSTONE BOOSTED: I was wrong, because you don't just have a special connection with the transmission. You're, instead, a compatible vessel to the Entity controlling the signal on the Black Tower, making it possible for you to awaken the true power within you. For now, your control range is up to a hundred meters and can extend to an entire city with enough training and time. Your control isn't limited just to the signal and machines, but capable of affecting the space-time itself. You're capable of manipulating it, turning possible some feats like creating portals without the need to use machines, teletransportation at medium range, up speed or slow down time and manipulate gravity at a small scale. As you grow stronger, new usages to this ability will be unlocked, including the manipulation of euclidean geometry to turn possible feats that defy logic, like entering in a door and leaving another door and even matter manipulation, like controlling structure, composition and mass of objects. Your space-time manipulation becomes stronger when you're within some kind of personal domain or dimension controlled by you. This can also be used to block reality manipulation used by others, as long you're stronger than them.

"COMMON" CITIZEN PERKS:

One of Many (100 CP): You're a monster who lost your own humanity, but, fortunately to you, monsters without humanity are the most common thing in this world and you, my friend, are just one of them. You're capable of easily blending in the crowd, pretending to be just another face between them. Unless someone knows you and is actively searching for you and as long as you want, almost no one will be able to perceive your presence. This doesn't grant any protection against supernatural ways of detection.

Monstrous Sense (200 CP): Most of the monsters found here have just monstrous features without any benefit, but some of them gained some kind of benefit. Choose one of the five senses (taste, hearing, vision, smell or touch): your chosen sense will be enhanced to supernatural levels. If you choose to hear, you'll be able to hear whispers from many meters away. If you choose vision, you'll be able to perfectly see something a hundred meters away. Other senses will have a similar enhancement.

Abnormal Body Structure (400 CP): Your body isn't fully human now and this brings some benefits to you. You're capable of extending your limbs, like your neck or your legs, to great lengths, up to a few meters, without any effort. This also makes you far more durable than a common human, being able to survive even if your limbs are sliced. You don't gain any superhuman healing factor from this alone, just durability to survive from serious and possibly fatal injuries.



Doctor Death (600 CP): Even in a world where humans became monsters, there is genius capable of creating scientific wonders and you're a perfect example of this fact. Maybe you're his apprentice, a fellow researcher or just reached the same results using other ways, but, regardless of it, you're capable of recreating the same feats that resulted from the Doctor's experiments. You're capable of reanimating corpses using scientific ways, giving them a slice of false life, essentially turning them into something similar to zombies, like the Patients found in the Hospital, that only exist to follow your orders. These corpses will retain their physical attributes, depending on how much of their bodies are remaining, but they lose all of their magical abilities and they become fully mindless. It's also possible to modify these corpses, like substituting limbs by artificial counterparts that will work normally, or just reanimate specific body parts, like hands or just some organs. While these reanimated corpses are mindless, you can program simple orders for them to follow, like attacking anyone that gets near them or just stays somewhere.

CAPSTONE BOOSTED: The Doctor started this discovery, but you bring it to a whole new level. You can't just give a slice of false life to the deceased, but, instead, true artificial life. This lets you revive anyone as long as their brain is intact, giving them the life they had lost, but, they won't be truly alive yet. Artificial life, unless you find some way to perfect it, will stay just a pale imitation of natural life, but this isn't a problem for you. In practice, the revived are just a advanced form of the reanimated corpses, meaning that they'll still be vulnerable to any of your orders that you program them to follow and they'll retain their minds, personality (unless you don't want them to retain it), abilities and around half of their original power (again, unless you modify their corpses to increase their power). Both revived and reanimated corpses, if they have artificial life inside their bodies, are very hard to truly kill, needing to have around 80% of their bodies destroyed to truly die, and are capable of naturally regenerating overtime as long as 60% of body mass is remaining. Lastly, it's also possible to find a way to implant a portion of artificial life within yourself, granting you the same healing factor and durability.

THE BOSS PERKS:

Watchful Eye (100 CP): You're the eyes responsible for maintaining the order among the chaos of this world and, due to it, nothing could be allowed to stay hidden from you. If there is something that could be perceived using your senses, you'll notice it. This doesn't enhance your senses, it just makes you more attentive and let's you perceive details much easier. It'll be a much harder task to hide from you using mundane ways.

Leader of the People (200 CP): You're a leader of the people, being the one responsible to guide and rule the humans. As a leader, you're a specialist in commanding large populations, being able to predict their behaviour and actions and able to handle crisis and general government response. You understand how the population acts and thinks, as well as understanding the idea of "billions" as truly billions. This perk becomes more powerful when integrated with other planning, strategy and/or intelligence perks.

Perfect Host (400 CP): The Entities are the true leaders and bosses in this world, controlling the humankind from the shadows. And you, as one of the leaders of the humans, probably will attract the attention of at least one of the Entities and would be intelligent to be prepared if this happens. Regardless if they're Entities, the Phoenix Force, a spirit, a klyntar, a random god or goddess, an angel, a demon or whatever kind of being, regardless of their power and nature, you're the perfect vessel/host to them, being fully compatible and capable of holding their powers. You're also able to be much less influenced by them and, in some cases, being able to fully retain your control over yourself and over them, essentially making their powers yours. Obviously, this is a hard task and that becomes harder the more powerful the creature is.



Lady in the Shadows (600 CP): Like the Lady, you somehow managed to attract the attention of a very powerful being existing among the shadows, an Entity. Even if you aren't the vessel/host of them, they offered you their special powers and your Benefactor, usually Jump-Chan, turned them fiat-backed, especially to you. You can manipulate shadows and darkness itself, letting you use it to camouflage yourself in the darkness, to attack your enemies and even vanish in a cloud of smoke-like shadow that can be used as a way of mid-range teletransportation. You acquire the power of telekinesis, being able to control matter, up to something or someone with the size of an adult human in this world, with your own mind. This ability can also be used on yourself, letting you hover or even fly at will. but overuse of this power may tire you. Lastly, you become able to use your power to rearrange the anatomy of humans and other defenseless targets to turn them into nome-like creatures. In this form, they'll be greatly weakened, but they'll retain their minds and it's possible for a powerful mage to heal them.

CAPSTONE BOOSTED: Thanks to being exposed to more power from the Entities, your own power evolved and all of your abilities that you gained before were greatly enhanced to a new level of strength. You can control enough shadows to fill the entire Maw with darkness, use your mind to lift up to a ton of matter with some effort. Your ability to create nomes is also enhanced, letting them retain some of their former power and become loyal to you, but those with strong wills can break your control over them with some effort. You also acquire the ability to absorb the life force of others, manifesting as a black smoke. "Common" humans are killed in instants through contact with this smoke and the drained life force can be used to heal yourself or others or to fuel your abilities. Lastly, you acquire a monstrous magical reserve, enough to constantly use your magic to fuel something on par with the Maw and still remain able to properly fight using magical abilities with some effort.



The Broadcaster (600 CP): You learned a special technique from the Transmission's Entity: how to use your own power to create a signal that works very similar to the Transmission, capable of slaving the minds of the weak-willed people and even some irrational beings. Initially, you're able to spread this signal with enough range to affect an entire small house, but this can be enhanced through training and experience and by using equipment with your power to send the signal, like a transmission tower to greatly increase its range. Due to your influence being dispersed into the signal, those with strong wills are mostly unaffected by it. The more powerful you become, the stronger the signal becomes, increasing its range and becoming more powerful, but, the more the signal spreads, the weaker it becomes. Once someone is under your control, they'll become loyal to you and it's extremely hard to make them recover their free will, as long as you don't want it to happen.

CAPSTONE BOOSTED: Thanks to the Entities' power, your transmission has unlocked a special power. As long as someone is being affected by your influence, their bodies will be affected and slowly become a monster, similar to what happened to the humans living in the Pale City. Those with strong wills might be able to resist this during a time, but those under your control are completely defenceless against monsterfication caused by your power. With training and experience, this process may be altered to better control which form those that become monsters will take. Maybe you'll make them gain forms greatly based on your current nature or turn their desires and emotions into the core of their monster forms.

ENTITY PERKS:

Non-Physical Form (Free and Exclusive for Entity): Unlike humans and many other creatures, Entities, as greater existences, aren't bound by their bodies and you, as one of them, also aren't limited by this. You don't necessarily have a physical form, being basically a supernatural force, similar to a huge spectral cloud with awareness of the things near you as well as being invisible and intangible, capable of feats like moving through anything. You can use some form of telepathy, projecting messages and/or images directly into people's minds, or using a ghostly voice to communicate with others. You're able to interact with the physical world through the use of something or someone as a vessel. Basically anything can be used as vessels, but with varying quality, durability and strength. Corpses and objects (or even structures) tend to work well, but they usually aren't resistant enough to fully contain your power and usually can be used for a long time, while living beings usually require some degree of compatibility with you to be used as proper vessels. You may only possess a willing or empty vessel. It's possible to possess things in a clash of wills taking over the body should you succeed. You may leave your host or vessel at any time and their death and/or destruction has no real impact on you. Vessels also tend to become weaker and degraded after a long time of being within them, by becoming damaged due to them being unable to fully handle your power or just by natural aging. Post-jump, your non-physical form becomes an Alt-form.

Nature Spirit (200 CP): Unlike the other Entities, the North Wind usually don't use humans or similar things as their vessel, but, instead, they prefer to manifest using the natural elements, like the wind for example. You also have this ability, being capable of controlling nature and its elements, like water, plants, fire, earth and air. While this can't be used to control living beings, any other natural element can be manipulated. How powerful your nature manipulation totally depends on how powerful you are. For example, at higher levels of power, you'll be able to even cause natural disasters, like tornadoes, storms, minor scale earthquakes and giant waves.

Vessel Optimization (400 CP/Exclusive for Entity): The more powerful you become, it'll become harder to find a vessel capable of holding your power without breaking down over time or just immediately exploding and even before you reach this level of power, there is already the problem with compatibility with the vessel. You won't need to worry about it anymore. Firstly, any possible vessel, regardless of their nature, power and compatibility with you, will be able to properly be used as a host/vessel without any side effect due to your presence. Better than this, any vessel will be repaired, with inanimate objects being repaired from previous damage and living beings being healed from wounds and illness that they had previously. The more time you spend in a vessel, the more powerful they become, evolving due to the influence of your power (unless you don't want it to happen).



Personal Domain (600 CP): Currently, there is a hidden war happening in this world. The Four Entities are fighting for influence, increasing their control over humankind and increasing their domains at the same time that they try to weaken their rivals. Each one of the Entities has a specific territory turned into their personal domain, where they rule, and you, as an Entity yourself, aren't different from them. You can choose a location of your choice to be your domain (with max size of a mansion), as long as no one has already turned it into their personal domain or have some control over it. Completely turning a location into your location takes some time, varying from a few seconds to days depending on its size and its connection with you (for example, one of your fiat-backed properties would take just a few seconds but an entire mansion, unrelated to you, would take years). Once a domain is complete, this lets you know the location of everyone inside it, even if they're using some ability to hide their presence (unless they're stronger than you) and freely teletransport to anywhere inside it. These abilities work even if you're currently outside your domain. You can just maintain one domain at the same time and, if you want to choose a new location, you'll need to cancel the old domain to create a new one. It's also possible for you to use your power in an attempt to impose your own domain over others, turning their territory yours, but, unfortunately, this also is possible to other Entities and beings with similar abilities, so protect your domain if you don't want to lose it.

CAPSTONE BOOSTED: A domain with the size of a mansion isn't worthy of an Entity. As one of the Entities that rules this world (or a candidate to become a vessel of an Entity), you're capable of creating a much greater domain, with the max size of a small city and your control over it is also enhanced, being able to slightly have some control over the rules of the reality inside it, weaker than the space-time manipulation granted by the boosted version of the **Control the Signal** perk, but limited to work just inside your own domain. You acquire a power boost while you're inside your domain is increased, to about half of your original power. Your domain is also more resistant against attempts to steal it.

ITEMS

Each item is discounted for their respective origins. Every item is fiat-backed.

GENERAL ITEMS:

Raincoat (50 CP/Free for Children): You receive a copy of the same iconic yellow raincoat used by our dear hungry girl, capable of cleaning itself and capable of adjusting to always fit in you, regardless of your current form. Optionally, you also gain a copy of this raincoat to each one of your companions, if you want. For an extra 50 CP, you can alter the colour of the raincoat(s) if you prefer another colour other than yellow, for some strange reason. Each one of the raincoats are fiat-backed and, if lost or destroyed, they'll reappear in your Warehouse in the next week.

Collectible Hats (50 CP): During his journey in the Pale City, Mono found and collected many hats that he used to replace his classic paper mask. You receive a copy for each one of the many collectible hats that can be found during the gameplay of Little Nightmares 2 (like Mono's paper mask and Thin Man's hat for example), as well as the exclusive hats used by Six in the first game (like the Rascal Mask and the Fox Mask). Each one of these hats are fiat-backed and, if lost or destroyed, they'll reappear in your Warehouse in the next day.

LOST CHILD ITEMS:

Campfire (100 CP): Light brings a sensation of safety, preventing the dangerous darkness from coming near those by it. You receive a special campfire, one capable of staying lit as long you want it to stay illuminating, without requiring any fuel. The light generated by it, while mundane, brings a comfortable sensation of safety to those near it, turning them calmer and letting them rest better. Just don't think that you'll be truly safe around the fire, because danger lies everywhere in this world.

Nome Whistle (200 CP): Good relationship with Nomes you have. You receive a unique whistle, which, when used, has the ability of summoning a dozen of the small creatures known as Nomes. These Nomes are undoubtedly loyal to you and they are even smaller and weaker than a child, but, at least, they're very smart, capable of understanding complex orders, and very fast and agile. They'll stay summoned for an entire day before vanishing and you'll need to wait a week to use the whistle again. Unlike their counterparts found in the Maw, your Nomes aren't former humans, but naturally created in this way. As a bonus, these Nomes have a highly adaptable nature and they can become stronger if you have some kind of ability, perk and/or item capable of enhancing them.

Protection Charm (400 CP): In a village away from the Pale City and the Maw, their inhabitants have the tradition of giving special anchor-shaped charms to children after their birth with the objective of protecting them from the third Entity, the North Wind. You receive one of these Protection Charms. Your amulet protects you from the power of the Entities and other hostile abilities that directly and negatively affect you in esoteric forms, like mind control, soul manipulation, biomancy, low tier corruption, curses and other hax abilities, but it won't protect you from direct damage and attacks, just against these abilities with more esoteric effects, as long they aren't significantly stronger than an Entity (or stronger than you, if you're already than an Entity).

NOT A NORMAL CHILD ITEMS:

Lighter (100 CP): Light is one of the greatest allies someone has in a dark world like this. You receive a special lighter to guide you here. It doesn't require any kind of fuel to work and, if lost or destroyed, it'll reappear in your pockets (if you currently have pockets) or in the nearest storage around you (or just somewhere in your Warehouse, if you prefer) after a few seconds.

Memento From the Past (200 CP): This souvenir of your own choice, when you hold it, remembers you of your past and makes you remember the reason why you fight and live, giving courage to yourself and causing despair, almost unable to stop you, as well as helping maintain the flame of hope always alive. This effect isn't infallible, but still powerful.

Esoteric Music Box (400 CP): This little music box has a special meaning to everyone that hears its music. When winding up this music box, the music generated by it has a very strong calming effect on everyone that hears it, capable of diminishing the negative effects of various abilities (like Encroachment caused by the Renegade Virus on its hosts, for example) and even capable of calming rampaging monsters, turning them temporarily docile. The effect of the music isn't limited just to sound waves, but works as an aura capable of affecting even beings that normally can't hear it. Mindless beings and those that just know rage and hate tend to be unaffected by the music. While the music box's durability is just slightly above average, it's fiat-backed and, if lost or destroyed, it'll reappear in your Warehouse in the next month.

"COMMON" CITIZEN ITEMS:

Television (100 CP): Basically almost every inhabitant living in the Pale City has a television in their house (if they have one) and you aren't an exception. You receive a modern television, capable of receiving signals even if you're in another dimension within the local multiverse of the setting you're currently in. The television will still require electricity to work. I advise you to never use this while you're in Pale City if you don't want to lose your mind, unless you have some protection against the Transmission's Entity.

Bloodthirsty Firearm (200 CP): Like the Hunter, you also know the importance of using a weapon against your opponents. You receive a specific firearm (by default, a double-barreled shotgun, like the one used by the Hunter, or something with similar power), together with 10 cartridges of ammunition (or equivalent amount to other kinds of weapons). The ammunition replenishes itself weekly.

Your Safe Place Among the Chaos (400 CP): Everyone needs a house, a place to live and to maintain yourself safe from the chaos. This is still more important in a world like this one. You'll have a house, an apartment or even a workplace, but, regardless of this, it's a place with enough resources to ten lives without problem and it has a supernatural barrier, preventing the entrance of anyone with hostile intentions and protecting the ones living there. It also protects them from any outside corruption and influence, as well as being extremely resistant against attacks, having the same durability of a bunker. The resources inside it are replenished monthly.

THE BOSS ITEMS:

Porcelain Mask (100 CP): Everyone has their own masks and you aren't an exception. You receive a fiat-backed, white porcelain mask, similar in appearance to a japanese noh mask, with the function of hiding the true face of whoever is wearing it, even from supernatural detection abilities. This doesn't conceal your presence, just your identity. Even those that know you and your abilities would have some difficulty in recognizing you. The mask will recover from any damage done to it over time.

Collection of Dolls (200 CP): The Pretender has a peculiar collection of dolls, in order to make up for her loneliness. Like her, you also have your own collection of a dozen dolls, but, unlike hers, your collection has a little secret. You learned how to link your senses with the dolls at will, letting you see what they see and hear what they hear, regardless of distance. Besides this, the dolls are mundane and, unless you learn how to use magic to enhance them, they're immobile and have the same durability as a common doll.

The Engine (400 CP): The Engine must keep running and must never stop. Well, this specific engine of the same model than that used in the Maw incorporated this motto in its own existence. You receive this Engine, capable of keeping working even without any kind of external fuel and, besides also being capable of generating mundane forms of energy, like kinetic energy, electricity and heat, it's main function is to generate pure magical energy, enough to constantly fuel an structure on par with the Maw without any difficulty. You can use other fuels, both mundane and supernatural, to increase the energy output generated by the Engine, with the increase being equivalent to the amount of energy that would be normally generated by that fuel. It's also possible to sacrifice living beings to serve as fuel to the Engine, using their life force and magical reserves to generate pure magical energy. Unlike the original version, it's immune to corruption, being free from any influence of the Entities, and won't be contaminated by using evil and/or dark energies as fuel.

ENTITY ITEMS:

Twisted Pet (100 CP): Humans aren't the only beings with desires, but animals and other conscious beings also have them, turning them vulnerable to the influence of the Entities. This specific animal of your choice, with the max size of a wolf, became somehow distorted thanks to the power of the Entities, giving them some abnormal traits similar to the other monsters found here. This animal is smart as a dog and loyal to you, as well counting as a follower. You can also use them as your vessel if you have the **Non-Physical Form** perk.

Cursed Mirrors (200 CP): The reflex appearing in the mirrors show the desires and wishes of the humans in front of them, but these reflexes are just illusions and distortions created by the supernatural power existing in this world. You receive twenty mirrors of different sizes and shapes, each of one being able to be used by you, and by those that have your permission, as portals, letting someone use a mirror to go to another mirror. There are no distance limits to the connection of these mirrors, not even if they're currently in different planes, dimensions or universes, but, for now, they'll just work within the local multiverse, preventing you from going to other settings until you acquire your Spark. Alternatively, the mirrors can be used as conduit to your powers, instead of portals, if you prefer this usage.

The Black Tower (400 CP): You receive a copy of the main base used by the Transmission's Entity: the Black Tower. The building is saturated with the power of the Entities, counting as your domain even if you aren't able to create one, and enhancing all of your abilities to twice its original potency and effectiveness. Due to all of this power within just one place, the time and space are distorted, causing some "errors" in reality. These errors turn very confusing to anyone trying to move on the tower, due to a door in a room leading to some random place within the building, unless you personally help them. Unfortunately, unless you're capable of using space-time manipulation, these errors are uncontrollable and will be completely random. Your Black Tower also has the same equipment to broadcast any kind of signal and, unlike the original version, it isn't inhabited by an eldritch abomination made of flesh.

COMPANIONS

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP/100 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

SPECIAL COMPANIONS

Some of the canon characters are special, some of them being worthy of more than just 50 CP. These companions follow the same rules of the ones from the purchase of **Canon Companions**.



Six (100 CP): Our dear little hungry girl and protagonist of Little Nightmares, Six. She is one of the many childs trying to survive here, belonging elsewhere, and already has seen many things that a normal child shouldn't see, but she isn't a normal child. Due to some happenings in her life, Six has problems in trusting anyone, so it will take some time for someone to gain her trust. She often displays some darker personality traits, frequently displaying characteristics of an anti-hero, which becomes worse the more corrupted she becomes, and has an unnatural insatiable hunger (that will be cured if you take her as a Companion). Like Mono and the Pretender, she is also one of the many children with supernatural abilities. Six has the ability of permanently stealing the abilities and memories from anyone that she devours or temporarily, if she just uses physical contact with the victim. If you take her as a Companion, her lovely yellow raincoat will become fully fiat-backed and any corruption will be cured.



The Runaway Kid (50 CP): Another of the normal children trying to escape from the Maw, the Runaway Kid, or also known as Seven, has a lot of perseverance and has a strong desire to escape from this nightmarish place. Unlike Six, he is more willing to work with others, as well being unafraid of hurting others as self-defense, and doesn't have any kind of supernatural ability, having just his intelligence, his agility and his flashlight as weapons to survive.



The Girl In the Yellow Raincoat (50 CP): The protagonist of Very Little Nightmares and the original owner of Six's iconic yellow raincoat, she used a balloon to travel, but, after an accident, she ended up being forced to explore and try to survive and escape from the Nest, home of the Pretender. Like the other children, she has good climbing skills and great agility, as well as being very smart and dexterous and uses her small stature as a benefit to hide and flee from the monsters that chase her. She goes by the nickname Rain. Like Seven, she is just a normal human and doesn't have any kind of supernatural ability.



Mono (100 CP): The heir of the Transmission and the protagonist of Little Nightmares 2. Unlike some of the other people that retain their humanity and try to survive in this world, Mono is a kind and helpful boy that shows compassion to others, naturally protective and confident, as well as being extremely determined and, when he sets a task to himself, he rarely gives up before it's completed. He usually uses a thin paper mask that helps him to forget the world outside hates him and wants him to fail, but he'll need to remove the mask and overcome this limit at some moment to show this world his true power and become more brave. Like Six and the Pretender, he is also one of the many children with supernatural abilities. Mono has the ability to manipulate and control technology, which he used to control the many televisions found in the Pale City, as well as traveling through them as portals. He also can distort space-time and reality to a certain degree when using his full power. Mono doesn't have complete control over his power, but with time and experience, he can learn how to fully control it. If you take him as a Companion, his paper mask will become fiat-backed.



The Lady (150 CP): The first antagonist, the proprietress of the Maw and probably the vessel of the Entity that exists there. The Lady is a noble, having an unnerving grace and serenity, but at the same time appearing to be highly vain and narcissistic, calmly brushing her hair in her bedroom to keep up appearances despite sitting in front of a broken mirror. She usually shows little to no empathy towards others and is determined to be the only, or at least the most, beautiful person in a world filled of hideous monsters, seeking to eliminate the natural beauty she sees in the children brought to her ship, perhaps due to feeling threatened by it. The origin of her obsession is unknown, but redemption is possible. As a vessel of the Maw's Entity, the Lady has a set of supernatural abilities, including the ones granted by the **Lady in the Shadows** perk. As a consequence of having made a deal with an Entity and received their power, her own reflection became her main weakness, appearing incredibly deformed and ugly, and, due to it, she broke most of the mirrors found in the Maw and always maintained her face hidden by a mask. If you take her as a Companion, this weakness will be removed post-Jump, as well her power will become completely hers and the Entity connected with her will be removed.



The Pretender (150 CP): The second main antagonist, the one who someday will be completely in charge of the Nest and possibly the candidate to become the vessel of an Entity. The Pretender has the same age as the other children, like Six and Mono, but she's in a different situation than them. She shows to be very lonely, with the Butler and her dolls being the only companies to her. She treats her dolls as if they were real people, in a try to fulfill her need for human interaction. Probably, her parents are very ausent and indoctrinated her, as well possibly mistreated her. Like Six and Mono, she is also one of the many children with supernatural abilities. She is capable of absorbing energy of any kind, which results in desistegration when used in living beings, but she has a limit to how much energy she can maintain and absorb at once. She may or not have control over her power, but, even if she can't control it, she'll learn with enough training. The Pretender also has the same agility and climbing abilities of the other children, combined with an above peak human durability. She may be a good person, if she's saved from her prison. In another alternative world, the Raincoat Girl nicknamed her "Pretty", but I doubt that she'll let you refer to her using this nickname.



The Thin Man (150 CP): The third main antagonist and probably the current vessel of the Transmission's Entity. Regardless if he's a future, older version of Mono or not, the Thin Man is different from most of the antagonists of Little Nightmares. While the others are aggressive and violent, he acts calm and collected, all while remaining seemingly hostile nonetheless. The Thin Man also appears to be cunning, intelligent and always seems to be one step ahead of his opponents. He also has a large sense of patience, persistence, and stoicism, usually seeming to retain a stoically emotionless expression, regardless of the situation. His powers are identical to Mono's powers, but he's far more experienced than the former, being able to even manipulate time, provoke glitches in reality and use telekinesis. If you take him as a Companion, his power will become completely his and the Transmission's Entity will be removed from him.

DRAWBACKS

There is no drawback limit, take as many do you think you can handle. Remember the rule: Drawbacks always override perks.

From a Child's Perspective (Mandatory for Children): You're still a child, so it's normal for you to have a small stature, but you're very small when compared to the adults living here, with them being at least twice taller than you. Maybe it's because the adults are basically distorted monsters. Even if you stay enough time here to age and become an adult yourself, you'll continue to be human and small when compared to the monsters, but you'll be taller than a child at least.

Disfigured Humanity (Mandatory with Distorted Monster): Almost every enemy and monster found here is disfigured somehow, with very rare exceptions. As a distorted monster, you're also disfigured and ugly, being clearly a monster. Even if you use an Alt-form, your form will still be distorted to be similar to the monsters living here. While this won't cause too many problems due to almost every humans (and even some animals) being also disfigured monsters, the last remaining normal humans will distrust you and it'll be hard to befriend them. Post-jump, your Alt-forms will become normal again.

Huge Spectral Cloud (Mandatory for Entity): During this jump, you won't have a physical form, being temporarily locked in your non-physical form, preventing you from using any of your other Alt-forms. Everytime that you want to interact with the physical world, you'll need to use something or someone as a vessel or host.

Nyctophobia (+100 CP): Maybe it's the result of an trauma caused by the absence of light or some of the monsters caused it, but you ended up acquiring a severe fear of the dark and the dangers that might be concealed by the darkness. While a strong willpower may help you to act even affected by this fear, it'll still be an important problem in a world where the darkness can protect you from being detected by the monsters and, without a strong willpower, you'll be unable to stay in a dark place without panicking or just paralysing after a few seconds. Even if you can resist the fear, you'll still feel uncomfortable staying in dark places.

NO SHOES HERE (+100 CP): In a few words: NO SHOES or any sort of footwear for your entire stay there!! You got to go barefoot you hobos!!
If you're an Entity, this will affect any and all of your vessels instead.

Shadow Jumper (+200 CP): Everywhere you go, there is always a shadow observing you and coming closer the more lost and despaired you become, growing stronger by devouring your negative emotions. This shadow is a representation of your darker side, a fragment of what you're and it's basically your dark clone. Fortunately, it doesn't want anything bad to happen to you and won't attack you, because it doesn't exist without

you, but it won't be able to directly save you if you're in danger. Everytime it gets closer to you, you'll feel its influence and the darkness within you. It'll try to guide your actions, but its advises are dark to reflect the nature of the shadow. The shadow will try to make you do the worst things to your self interest, survival or for meaningless reasons, like torturing opponents, distrusting everyone, betraying your allies to survive or go to a cursed place just to devour an Entity's vessel and steal their powers. At the start, the shadow will be weak and it'll just try to communicate with you, but, if you lose all of your hope and it grows strong enough, it'll be almost impossible to resist its control over you to the point you might just become one with your shadow at the end of this Jump, essentially causing an ego death, losing your own identity to the shadow. If you don't want it happening, you must maintain your hope alive and your willpower strong to fight against the shadow's corruption.

Undying Hunger (+200 CP): Food is a scarce resource in this world and, unless you're a member of the elite, hunger probably will follow you everywhere you go. Unfortunately, your hunger is not natural, similar to the Six's hunger. During random moments, twice or thrice a day, your vision will become blurred and you'll feel enough hunger to even cause pain. During these periods of hunger, your abilities and your reasoning will also be affected and the hunger pains will just become stronger and stronger until you eat something. If you don't eat anything in a few minutes, you'll lose all of your reasoning and become a mindless animal that will attack anything to satisfy your hunger. If even after it you still don't eat anything, you'll pass out and, when you awake, the hunger will vanish. No, you won't die of starvation due to this. It isn't a natural hunger after all.

They See You (+200 CP): The first signal of their presence is a collection of statues, until you see their light. One of the main defense mechanisms found on the Maw are a collection of artificial giant eyes, which continuously emit an ominous light, capable of turning anyone, without some kind of protection, that stays a few seconds in contact with it into a stone statue. This process instantly vanishes after leaving the light. Originally, the eyes would be restricted just to the domains controlled by the Maw's Entity, but not anymore. Now, all the four Entities and their servants know how to create the eyes and, unless you go away from their domains (if such a place still exists in this world), it's almost guaranteed that you'll find at least one of these eyes. Stay away from their light and embrace the darkness to survive from their mighty gaze.

Vassal Servant (+200 CP/ Exclusive to "Common" Citizen and Boss): Many humans, even the deformed monsters from this world, works to someone and many times this work is similar to slavery. You're one of these "slaves", having some kind of cuffs, chains or locks limiting your movement and freedom that can just be opened using a special key, at the same time being obligated to serve one of the bosses of this world. Your boss varies according to your starting location (the Lady if you start in the Maw, the Thin Man if you start in the Pale City or the Father of the Pretender if you start

in the Nest, with each one of them having the same power level). There is a chance for you to escape, but you'll need help from one of the free and normal humans living here, like the many children found here. There is a key hidden somewhere and, once you discover its location, you'll need the help of others to retrieve it for you. After finally removing the cuffs, you'll be free, but your boss probably won't be happy after discovering your escape. Alternatively, if you are a boss yourself, your master won't be another boss, but instead the Entity ruling your starting location and the task of escaping will be much harder, but not impossible.

Natural Compatibility (+200 CP/ Exclusive to Entity): There are some people that are born being naturally compatible to become the vessel to a specific Entity and, due to this, they have inherent supernatural. Mono has some of the Transmission's Entity's abilities, even before becoming its vessel, for example. It's unknown why this happens, but, as you being an Entity yourself, you aren't free from this phenomenon. There are some humans living here born with some of your powers and perks, despite being weaker than the original version, with up to half of the original strength at their peak. The perks and abilities that they manifest are completely random. There are at least a few dozens of children and even some adults with this compatibility. It's possible to turn some of them into your allies. The main problem is this is how powerful you're: thank to your double nature as an Entity and a Jumper, the candidates to becoming your vessel are much more durable than the others and even the other Entities can use them as their vessels, gaining access to some your perks at a certain degree. If you don't want this happening, it's better to find everyone of your possible vessels before the other Entities find them. It's better to hurry.

Signal Interruption (+300 CP): The Entities noticed your entrance in this universe and, using their collective power, they managed to interfere with your connection with your Benefactor. Fortunately to you, they think that prevented you from reaching here, but, unfortunately to you, you'll lose access to your Warehouse and your out-of-jump perks and items. You'll be reduced to just your Body mod and the things you purchased from this Jump. This drawback affects your companions as well.

Distorted Jumper (+400 CP): An Entity managed to capture you and used their power to distort you, turning you into an empty shell of your former self, in the form of a mindless monster that will just follow your instincts. There is still a chance to heal you from the corruption and return you to your human self: a specific object around you, taking the form of something with special meaning to you, is the core of the energy corrupting you and, if this thing is destroyed, you'll be healed. Following your own instincts, you're very attached to it and will protect it with all of your strength. The only ones capable of helping you are your friends and companions and you'll need to trust to overcome this challenge. If you stay distorted until the end of your stay here, it'll be the end of your chain.

Break the Time Loop (+400 CP): The story of Little Nightmares is composed of cycles, where everything stays the same, until you reach here. The past self defeats the future self just to become exactly equal to them later, a new vessel is always chosen after the former vessel reaches its limit and the engine must keep running. That is, until you reach here. You're an Outside Context Problem, something from outside the cycle, something capable of saving the world from the stagnation created by the Entities. But not even you could completely escape from the nature of the loops. Something very bad happened to another version of you from an alternative timeline in the future and you ended up becoming corrupted by this world, like how Mono ended up becoming another version of the Thin Man after staying many years in the Black Tower. Your future version decided that, to stop this from happening, they must permanently destroy you. This future version of yourself will come after you with a limitless determination. They have all of your powers and items, as well as many more years of experience and being clearly corrupted due to the influence of this world. Strangely, there are no future versions for your Companions. They're also affected by the drawbacks that you take (with this drawback being obviously an exception). Good luck.

ENDING

GO HOME: RETURN TO YOUR HOME, WITH EVERYTHING YOU GAINED UNTIL NOW.

STAY HERE: STAY IN THE WORLD OF LITTLE NIGHTMARES, ENDING YOUR CHAIN.

MOVE ON: GO TO THE NEXT JUMP AND CONTINUE YOUR ADVENTURE.



NOTES

1. The style of this Jump is a test and I probably won't use it in future Jumps;
2. If you purchase the **Black Tower** and have the boosted version of the **Personal Domain** perk, you can freely control the errors in the reality inside the tower if you turn it into a part of your domain;
3. The same is possible if you have the boosted version of the **Control the Signal** perk;
4. About the **Devourer** perk and devouring those with healing factor, fanwank about it;
5. The Pretender and the Raincoat Girl's nicknames are a reference to the wholesome comics created by DNN02000 (also known as Dounut Bear) and posted in the Little Nightmares subreddit;
6. The Not a Normal Child perks start weaker but have a greater potential than the Boss perks;
7. If you become the vessel of an Entity in-jump, it's possible to your Benefactor to remove them from your post-Jump;
8. About the **Natural Compatibility** drawback, the Entities will discover the nature and powers of your possible vessels if they find them, even if accidentally.
9. You can bring your possible vessels along your chain as Companions using the **Canon Companion** option;
10. If you want to get the Pretender's abilities or something similar, you'll need to go to the **Little Nightmares Gauntlet** created by **SerFreke**. It's a small but good gauntlet with good rewards in my opinion;
11. If you take both the **Break the Time Loop** and the **Signal Interruption** drawbacks, your future version won't have access to your out-of-jump abilities and items;
12. The **Esoteric Music Box** can help you to control the madness and uncontrollable hunger caused by the **Undying Hunger** drawback, but it won't be able to completely prevent you from attacking the others if you lose your reasoning;
13. The effects of **Memento From the Past** are far weaker than the effects of **Memory Crystal** from the **Sword Art Online: Underworld** perk;
14. Thanks to **FrequentNectarine** and **NightmareNursery** for your suggestions;
15. Thanks to everyone for your support.

HISTORY

V 1.0: Released

Wait... Why are you still here?

I don't have anything more for you...

You can already go

???

Well, if you're so insistent, I'll tell you the truth

I have something extra for you.

I have a job for you.

If you want to accept, continue reading...

HIDDEN SCENARIO

Wholesome Task (+200 CP/ Exclusive for Lost Child and Not a Normal Child)

Each of one the children living in this world are just victims and their lives are resumed in three words: darkness, tragedy and sadness. This is also true for the five main children and I want to change this, but I can't directly influence this world, so I need your help to grant them a happy ending. Your objective here is to save the five main children: Six, Mono, the Runaway Kid (or Seven), the Raincoat Girl and the Pretender.

Your Starting Location will be the Nest, regardless of your previous chosen location, and you'll arrive here near the ending of Very Little Nightmares and to help in your task, I'll change the timeline that you're arriving. You'll instead arrive in the alternative universe where the events of the comic created by DNN02000 happen and where some conveniently placed branches will stop their fall and save the lives of both the Raincoat Girl and the Pretender. You'll need to join the group formed by the two girls and Six and help them to escape the Nest together with the Butler. After it, you'll need to go to Pale City, where you need to find Mono, and to the Maw, where you need to find Seven. Just after completing the group, maintaining all of them well and alive, as well free from any corruption, and defeating the Lady, this scenario will be finished.

-Reward: As your reward to help me granting a good ending to the five children and finishing the scenario, **Six, Rain, Pretty, Mono** and **Seven** will follow you along your chain, becoming your Companions. They'll retain any of the benefits mentioned in the **Special Companions** section.

Thank you.