

Terraria

Welcome to the world of Terraria! Oh, don't give me that look. No, it's not, "just minecraft, but in 2D," it's got... Okay, so, there are a lot of similarities, but Terraria's got... bosses? Right, bosses! More bosses than minecraft! And actual gear progression! And, um... fishing side quests? And Floating Islands that aren't bugs?

But, well, anyway, now you're going there. So get ready, Jumper.

Here, the usual starting package:

+1000 CP

Backgrounds:

Your age isn't that important in this world; you're somewhere in your twenties, or you look like it at any rate. You get to pick your gender for free, if you want.

Drop-In[Free] - I hope this isn't too hard to figure out, but no new memories, etc. You get Discounts on perks that make your time more game-like, like increased map size, HUD elements, etc.

Adventurer[100 CP] - You're good at exploring and getting the most out of your exploration. Expect perks to improve drop rates for rare items, improve chances of getting better gear from chests, and to make finding precious ores and gems easier.

Warrior[100 CP] - You do the fight-good thing, whether you do it from right up in your opponents' faces or all the way from downtown, dealing more damage and taking less. Expect perks to make you better at specific types of fighting, or fighting specific types of enemies. There'll also be perks for making it easier to find Heart Crystals which give you more total health.

Mage[200 CP] - You're a powerful mage, so you get perks for dealing more damage using spells and regenerating mana more quickly. Also applies to summoning items. There'll also be perks for attracting falling stars, which are used to make Mana Crystals, which give you more total mana, as well as being useful for other things.

Location:

There's not a lot of difference from one, "world," though it's more like an island, to the next; you start on a Medium world, in the middle of it, standing next to the Guide. The only thing left to determine

is whether your world is infected with The Crimson or The Corruption. Alternately, you may pay 50 CP to pick your poison.

Roll 1d8:

1-3: The Corruption

A dark, blighted land, the grass, the trees' leaves, the water, and even the stone of the landscape dyed a deep, almost black, violet. Flying creatures known as, "Eaters of Souls," as well as enormous, vicious worms known as, "Devourers," inhabit this land, and deep, yawning chasms litter it, many with enormous pulsating orbs of inky blackness at their bottoms, buried under that same nigh-indestructible corrupted stone. Breaking them may release weapons or magical artifacts, but destroying too many will summon an ancient monster, "The Eater of Worlds."

4-6: The Crimson

A bloody, pestilent land, the grass, water, leaves on the trees, and stone all dyed a deep, sickly shade of crimson like blood left too long in the sun. "Crimera," flying abominations of flesh, dot the skies, "Face Monsters," crimson-blighted undead with enormous, hanging jaws full of teeth and massive, amber-colored eyes walk the grounds, and, "Blood Crawlers," massive fleshy spiders climb the cave walls in the underground. The caverns of the underground branch off into narrow pathways with beating, bloody hearts at their deepest reaches. Like the dark orbs of The Corruption, destroying them yields loot, but too many will summon a monster, "The Brain of Cthulhu."

7: Free Pick

You can choose either of the two above.

8: Hard Mode Pick

As a roll of 7, save that you can choose to begin your Jump with the world also infested with The Hallow. Not nearly as neat and tidy as you might imagine from the looks of it, with its cyan grass, rainbow-leaved trees, and sweetly-colored, pinkish-purple waters. The Hallow is populated with angry unicorns and pixies that will kill you given the chance, and at night come the, "Gastropods," flying, pink-shelled snails that spit little pink lasers that hurt nearly three times as much as being shot with a rifle. I wouldn't suggest you take the option unless you're absolutely sure you're ready, or you're an old salt at this whole, "Jumping," thing.

=====

Perks

Drop-ins don't get either of their 100 CP Perks for Free, but they do get both at a Discount; all other Backgrounds get their first 100 CP Perk for Free, and their other 100 CP Perk at a Discount, as normal.

Drop-In

Discrete, Little Pieces[100 CP]

Normally, carrying back a ton of wood or stone would be kind of a problem; it's heavy, irregular in shape, and has a tendency to shift when you least expect, or want, it to. Not a problem anymore with this perk. As long as you're using the proper tool for the job, such as an axe or chainsaw for wood, or a pick or drill for stone or ore, etc, the material will break from its source in two foot cubes and immediately clump together into weightless little mounds of itself. As an added bonus, while you're doing this, you also receive a running, mental tally of what all you've picked up in the last few minutes.

Heads-Up Display[100 CP]

Your health is truncated to a set of five hearts, which represent 20 hit points each. These hearts appear in the upper-right corner of your peripheral vision and each one in turn, from the furthest right, will fade as you take damage. In addition, when damaged, if you can get a moment to yourself to catch your breath, you will start to heal, albeit slowly, about one hit point per five minutes. Your magical energy also shows up as a column of five blue mana stars, functioning like the hearts, worth 20 points of mana each. When used, after a moment of catching your breath, they very quickly refill, regaining about 20 mana just about every two and a half minutes. In either case, your regeneration can be interrupted; by being hit in the case of health, or by casting a spell in the case of mana.

Guide Sense[200 CP]

Normally, you'd need the help of a Guide, a brunette man in simple clothes, who knows how to craft anything and everything and, if presented with a material used for construction, will tell you what all can be made with it, and using what crafting station. Now, though, you don't need his help, as you know all of the same information he does, and can, upon seeing any object that can be used as a material, know exactly how it can be used with anything else, even including not just things you don't have, but things you've never seen, though it only counts things that are readily known as being able to be made with the object in question.

Inventory[200 CP]

In the top left of your vision there's a row of ten blue slots that represent the quickly available part of your inventory; with but a thought, you can switch to any of the numbered main slots, one through zero. By focusing slightly, you can bring up four more rows, each also having ten slots in it, that represent the main bulk of the storage of your inventory. In addition to these fifty slots, you also have four quick access slots for ammunition, a four slot coin purse, a cyclable list of all the things you can craft from what you have with

you, slots and visual representations of your currently equipped armor and accessories(helmet, chest, and leg armor, five accessories), including vanity slots for all eight, and slots for dyes that will temporarily change the colors of whatever is equipped in the slot they're assigned to; as well as a set of five more equipment slots in a sub-menu, one each for a pet, a light-giving pet, a minecart, a mount, and a grappling hook, with vanity and dye slots for them as well. You even get a single slot marked with a garbage can, which, "deletes," any items placed in it whenever the inventory is closed. Each slot in the inventory, aside from the ones for equipment and the slots assigned to them, can hold a varying amount of whatever items are in them. With only a few exceptions, items stack as follows: Ammunition, throwing weapons, and common materials(wood and ore) stack to 999; uncommon and higher materials(bars of metal, etc), as well as high quantity tools(torches), and some explosives, stack to 99; everything else(weapons, armor, magic items, etc) only stack to one.

Delineated Crafting[400 CP, requires Guide Sense]

Like Guide Sense before it, this shows you how you can use any materials you can get your grubby mitts on. Unlike Guide Sense, though, it doesn't only show you things that are readily known to be craftable using the objects. This ability shows you all possible successful crafting combinations between the item used and any other item from all of the worlds you've been to, based on what you know about the items.

Mediumcore[600 CP]

Normally, when you die, that's it, game over; in your case, it's similar, but you get tossed back to your home plane, alive, and you get to keep your stuff. Now, though, you get a second chance. The first time you die in any given Jump from now on, you snap to attention, at 100% of your base vitality(which is different from 100% of your total vitality), either in your Warehouse, or next to the last bed you slept in. There is a downside, because of course there is, namely that you drop literally everything you were carrying at your time of death wherever it is you died, and you have to make a mad scramble back to it if you want to get it back. For an extra, undiscounted, 200 CP, you instead only drop about 50% of your total money, keeping your other items.

Adventurer

Minimap[100 CP]

In the upper right of your peripheral vision(in the corner of your vitality and mana, if you took HUD), a circular map of the surrounding area appears. This map shows the terrain, as well as general information about it, such as inclination, and automatically adds new areas to itself as you explore.

Unerring Direction[100 CP]

You always know the direction to any Companions that you have active, no matter where they are, as well as the distance to them, no matter how far away they are. This location pinpointing also applies to the doorway to your Warehouse, if it's open and you've somehow managed to lose it. If you have Minimap as well, the faces of your Companions and an image of the door you used to open your Warehouse appear on the minimap.

Ore Sense[200 CP]

Normally, when you start digging for ore, it's not a sure thing that you'll find anything of value aside from a shit-ton of rich earth. Now, though, by walking through a cavern, you can easily feel the direction and distance to, the relative amount of, and the type of, the ore or gemstones present. Your sense, "tugs," harder for better ores, such as gold vs silver or iron, though larger quantities of lesser ores can trick this sense.

Glint of Gold[200 CP]

Chests! Who doesn't love them? Pure possibility in big, boxy form, and they're always full of goodies! They might not be exactly what you want, but they're always useful, even if it's just as fodder for sale. You, though, you always get more; in this world there's always one treasure item, either a weapon or an accessory, as well as a selection of materials, money, potions, statues, arrows, thrown items, and often explosives. For you, though, it generates the contents twice; two treasure items, and two chances for each other type of item. In addition, you'll never get doubles of anything that you can only use one of in any given chest. In other worlds, you get about half-again to twice the value out of every treasure chest you find and open; this perk does not affect chests that anyone still alive filled, even if no one remembers what was in them.

Luck of the Drop[400 CP]

Things always seem to go your way. Honestly. If an enemy you're fighting has a, "rare drop," an item that drops only a small percentage of the time, the chance of that item dropping is increased massively, to one in ten at the very least. You also have a tendency to receive more loot, or get more value out of loot, in general in other worlds.

Frequent Flyer Miles[600 CP]

Normally, you'd be allowed one world to pilla- I mean explore. Now, though, by going into your Warehouse, you have a gateway available to you that allows you to travel to another world. Whether it has the Crimson or Corruption is completely random, but otherwise, it's fair

game. The world created is completely pure and unspoiled when you get to it, and you get dropped in the big, fat middle of it, as with your first one. Useful if you want to just go mining for resources without ruining your first world, or if you want to have a veritable playground in which to test stuff out. After your ten years here, the generator stays open, allowing you to create new worlds to visit when you need to unwind. The size is variable via the generator's settings, from world-sized to islands (see Notes), and you can determine whether it's infested with Crimson, Corruption, Hallow, or even none of the above. It can even store up to three of them at a time. Your own private little worlds! Whoo!

Warrior

Armsman[100 CP]

You're good at getting up close and personal. Whether it's fisticuffs, a sword, a spear, or some other, not technically melee, but melee-oriented weapon, like a mace, a yo-yo, or a gun that fires a spring-loaded giant boxing glove (seriously, that's a thing), you're really good at flailing the sharp, pointy, or otherwise hitty bits at your opponents. You deal 10-15% more damage with these kinds of weapons when you use them.

Ranger[100 CP]

Your idea of a fair fight is, "kill it well before it can get anywhere near me," and you're really good at making sure that that happens. Whether it's a bow, a crossbow, repeating or otherwise, or even a pistol, rifle, or shotgun, you're good at making sure whatever death-dealing bits your weapon of choice flings get to the parts of things they need to get to to kill them as efficiently as possible. As a result, you deal 10-15% more damage with ranged weapons when you use them.

Juggernaut[200 CP]

Your armor is a lot more effective at doing what it does just by the sheer virtue of it being latched onto and wrapped around your fleshy bits. Not to get too far into the math of it, your armor is about half-again more effective than it would be otherwise.

Regenerator[200 CP]

Put simply, as long as you don't die, you have a tendency to just... not stay injured. Expanding on the very weak regeneration of the Drop-In's Heads-Up Display, you heal about five times as quickly as you would with just that, about one hit point per minute after you've gotten a moment to breathe.

Shining Heart[400 CP]

You have a bit of a knack for finding Heart Crystals, man-sized, reddish-pink, crystalline hearts that, when used, increase your health by 20 points. These crystals can increase your health to a cap of 400 hit points at twenty hearts. In addition, you're also pretty good at finding Heart Fruits once you beat a later-game boss, and they begin growing in the jungle. These don't do too much on their own, only increasing the potency of each heart by 5 hit points each, finally maxing you out at 500 hit points after you've eaten twenty.

Boss Killer[600 CP]

Giant monsters, enemy commanders, ancient or even elder evils; "Bosses," by any other name. Some are pretty hard, others are a joke. To you, it doesn't matter, they're all just another notch on your belt, another head on the wall, or another rare, juicy bit to forge into something to use on the next one. And now you've become a well-oiled, highly-efficient machine of death and destruction when facing one of them down. You're about twice as effective at picking out their patterns, and easily adapt to modifications in those patterns mid-battle, can figure out any boss's elemental weakness, if it has one, from a glance, know weak points for even the strangest-shaped bosses almost intuitively, and are just, in general, a whole lot better at both figuring out how to, and following through with, shoving your foot so far up their ass that you can diddle their uvula with your toes. Even- No, especially, if they don't have one or both of those. Metaphorically. By which I mean you're really good at killing them.

Mage

Spellcaster[100 CP]

Two kinds of spells exist in the world of Terraria: spellbooks, like Water Bolt, and magic items, like the Flower of Fire. You specialize of at the use of the former, throwing flames or bolts of water, to the extent that they deal 10-15% more damage, or are 10-15% more effective, in your hands, and use two-thirds the mana that they normally would when using them. In addition, any spell cast using a spellbook, or only using your own abilities, whether from this world or not, also benefits from this perk.

Evoker[100 CP]

Whereas Spellcaster improves your own personal casting abilities, this perk boosts your abilities at using items that have spells contained inside them. When you use these items, they use two-thirds the mana that they normally would, and deal about 10-15% more damage, or are 10-15% more effective. In addition, items from other worlds that have spells contained inside them also benefit from this perk, including

items that have self-contained energy supplies, so long as they are fueled by magic, in some form or another.

Mana Battery[200 CP]

Normally, when your mana recharges, it recharges at a rate of 20 mana every two to three minutes once you catch your breath. However, we figured that might not be cutting it if you're really into the whole magic thing, so we came up with this perk. So now, your magical energy recharges at about five times that rate, recharging a full 100 mana in about two and a half minutes.

Star Catcher[200 CP]

In Terraria, the stars, for whatever reason, plummet from the sky on a nightly basis, landing on the ground with a resounding thunk; if they should hit an enemy, they deal a metric crap-ton of damage, too. People often build world-spanning dirt bridges that they use to gather these stars, running from one end of the world to the other multiple times in one night, gathering as many stars as they can. You, though, you've never needed to do that. If you need a star, you just have to look up at the sky on a clear night and you'll spot one falling in your general vicinity within a few minutes' time. This is useful, considering that star crystals are made out of these fallen stars, and using a star crystal expands your mana reserve by 20 points each, to a maximum of 200. Or if you, say, bought a minishark from the arms dealer and made it into a star cannon; awesome weapon, sure, especially since it has a pinpoint range of nearly two kilometers, but those damn stars can be hard to come by in quantities large enough to withstand its rate of fire. And they only stack to 99!

Click Faster, Damn You![400 CP]

Not flinging spells fast enough? Enemies seem slippery and really good at dodging your magic? Envious of the archer's special armors that give him a chance to not consume ammo? Now, don't give me that look, we've all been there; it's not a great time when we have to admit that, maybe, we're not great at aiming at our target when we're casting a spell. But, here's the thing: have you tried just turning the air into fireballs, or whatever? They wouldn't be able to dodge that, I'd bet. "Just not enough mana," you say? Well, I've got all your concerns covered with this perk, because now you're capable of casting your spells much, much more quickly, at least twice as fast - at least - and just like the archers and gunners, you now have a chance for your shots to not consume mana, the way their better armors do for their bullets and arrows. Not a bad chance, either; your chance to not consume mana when casting a spell is sitting pretty at 20%, a good match for some of their better armors. And you don't have to wear a silly outfit to do it! I mean, you can if you want, but you don't explicitly have to.

Overcharge[600 CP]

Spells just not strong enough? Have you tried putting more oomph into it? No? Oh, your spells and magic items list the amount they use at a time to cast, and you can't go over that? Psshaw, just dump some more magic in there. Oh, sure you can, especially with this perk; you can very easily just dump two, maybe even three times the usual amount of mana into an item and get out a lot more destructive power. Twice the mana gives you three times the damage or effect, while three times gives you quintuple. You could learn to do more, too, but past that, you run the risk of damaging the item or spellbook... or, you know, blowing your hand off. Hmm? Oh, I lost my hand in a, um... a fishing accident? My fishing rod, uh... exploded. Yeah. That's what it was... My fishing rod exploded.

Mods

Thorium Seeding[200 CP]

Your world has been seeded with a magical ore known as Thorium. While not above the abilities of other ability level equivalent types of equipment, Thorium modifies the world enough that some things work slightly differently. New materials spring into existence, allowing you to craft new items, some of which have special abilities. Yes, this adds the Thorium mod, along with everything that would normally entail, to your Jump. Despite what the stats on the Thorium wiki might say, the stats and effects of the equipment you can make using these materials are normalized with those of other items of the same tier. Once this Jump is over, you'll occasionally find small bags containing crafting materials from the Thorium mod, usually on enemies, as if you'd taken, 'More Major Modifications,' below, without this perk.

More Major Modifications[200 CP]

You may add one mod from the following list to your jump: Avalon, Calamity, Cheeze's Content Pack, Crystalium, Legend of Terraria 3, or Tremor. Most of these require thorium, the material, to function to their fullest; if you don't take Thorium Seeding, this will be added via occasional drops of bags that contain materials from Thorium, the mod. This perk may be taken multiple times to give you access to multiple mods. As with the Thorium Seeding perk, the stats and effects of equipment from these mods are normalized with those of other items of the same tier.

=====

Gear

Standard Starting Package[Free]

You get a copper short sword, a copper pickaxe, and a copper woodcutting axe. Definitely not the best of stuff, especially that stabby little short sword, but you have to start somewhere, right? Also available in tin variants, for if you want to feel special.

Better Gear[50 CP; first accessory Free for Adventurer; first weapon or armor Free for Warrior]

You receive a few pieces of Iron or Silver equipment, or accessories available from surface or underground chests; you can choose between an iron or silver bow and broadsword, or a helmet, chestpiece, and leggings for armor. For accessories, you have a choice between a pair of Climbing Claws and a pair of Foot Spikes, good for traversing terrain; a Radar, which detects enemies around you; a book titled, "Guide to Plant Fiber Cordage," for making ropes out of vines; a pair of Hermes Boots and an Aglet, for running quickly; a Band of Regeneration and a Band of Starpower, which cause both your health and mana to regenerate faster, obviously; or a Cloud in a Bottle, which lets you jump a bit higher by summoning a semi-solid cloud beneath your feet that you can get a short hop out of before it dissipates. You can have lead, for iron, or tungsten, for silver, variants of the equipment, if you want.

Dye[50 CP]

You have enough of each of the basic, bright, gradient, and compound dyes, to color all of your equipment with; even if you didn't take Inventory, you can easily apply, and remove, these dyes from your clothing and equipment. For an extra, non-discounted, 50 CP, you also receive the strange, lunar, and other types of dyes. You may also, for an extra 50 CP, also non-discounted, create your own dye that only you receive a set of; this dye can be in any color, pattern, and can have any kind of visual effect you wish, including, but not limited to, flames, acid, slime, sand, reflective metal, etc. Never again will your equipment be mismatched, color-wise.

Endless Quiver[50 CP]

A bright, blue quiver, stuffed to the brim with arrows. This bag produces an unlimited number of plain, wooden arrows; for an additional 50 CP, you can upgrade this quiver so that it produces either flaming arrows, which are on fire, obviously, or frostburn arrows, which are much like flaming arrows, save that their flame is blue and burns cold. Alternatively, for an additional 100 CP, you can upgrade it to stock itself with either unholy arrows or jester's arrows; jester's arrows are less powerful, but can pierce any number of enemies, and explode into a firework-like burst at max range or on contact with solid objects, while unholy arrows are more powerful, but can only pierce a few enemies. This item also includes instructions on how to make more, and how to modify it so that it produces different types of arrows.

Money[50 CP]

You get five gold coins. Now, this doesn't seem like a lot, but every gold coin is worth 100 silver, and every silver is worth 100 copper. This is a pretty good starting amount of money, considering how cheap basic gear is.

Shuriken Pouch[50 CP]

This simple leather pouch contains 999 shuriken, which, when used, regenerate from empty within a month. They don't deal a lot of damage, but can be thrown very quickly to deal out a lot of low damage hits, and pierce any enemies they hit, making them ideal for dealing with a mob. For an extra 50 CP, these can be upgraded to Throwing Knives, which don't pierce as well, but deal a bit more damage to make up for it. For an extra 100 CP instead, they can be upgraded to Poisoned Knives, which deal a bit more damage, have a bit more range, and have a 50% chance to poison any enemies they hit.

Liquid Generator[50 CP; Free Drop-in]

Diagrams and instructions for a strange contraption, made of no more than wood or stone, that allows you to, by putting in no more than three buckets full of water, generate a limitless supply of it, given the time. The diagrams also include information on how to modify this contraption to generate a limitless amount of any given liquid. For an undiscounted 50 CP extra, this is instead upgraded to a bucket that, once filled, even a little bit, fills completely, and only empties if fully upturned, or it has its contents purposefully thrown out.

Advanced Gear[100 CP; first accessory Discounted for Adventurer; first weapon or armor Discounted for Warrior]

You get a few pieces of Gold or Meteorite equipment, or accessories available from underground or sky chests and chests from some other biomes. You get a gold bow and gold broadsword, or a phaseblade and space gun, for weapons, or gold or meteor helmet, chestplate, and leggings for armor. If you fancy accessories a bit more, you can also choose to have one of the other, "weather phenomena in a bottle," variants, the Blizzard, Sandstorm, or Tsunami in a bottle, which do much the same thing, but are a bit more effective at it; a Shiny Red Balloon, or, if you're a fisherguy, a Balloon Pufferfish, which allows you to just straight-up jump higher, even increasing the secondary jumps of the bottles; a Lucky Horseshoe, which prevents you from injuring yourself when you land from extreme heights; an Anklet of the Wind, which causes you to move about 10% faster; or a Magic Mirror, or Ice Mirror, that will teleport you to the surface when you look into it. You can have a platinum bow and broadsword instead of gold, if you want it. If you bought a set of meteor armor, you may alternatively buy a version that, instead of increasing magic damage,

uses the older version's armor bonuses, boosting mana regeneration rate, though at the new bonus's rate instead of the old; for 50 CP extra, you can have both.

Bag of Grenades[100 CP]

This is a simple bag of Grenades, containing 99 of the things. When used, they recharge at a rate of about three a day. For 100 extra CP, a total of 200 CP, this is instead upgraded to a bag of bombs; they are a little more than half-again as powerful, just as plentiful, regenerate just as quickly, and can break most blocks. Alternatively, for a total of 300 CP, 200 CP more, this can be upgraded to a bag of Dynamite, which, while they are more than twice as powerful as bombs and make a much larger explosion, only tally in at 30 per bag, and only regenerate at a rate of one a day. For an extra 50 CP, at any level, the can instead be upgraded with a coating of either gel or pink gel, turning them into either sticky or bouncy variants of themselves, respectively. In any case, do try not to blow off your... everything.

Grappling Hook[100 CP]

This plain, iron or lead hook and chain is useful for throwing at walls and pulling yourself to them; it works more like a hookshot than a traditional grappling hook, has a range of about 40 feet, and allows you to hang from whatever point it grabs onto for nearly half a day before it finally lets go. For an extra 50 CP, you can increase the range of the chain to 60 feet, or to 75 feet for an extra 100 CP. Additionally, you can add additional heads to this hook for 50 CP each, up to a total of eight, counting the first one.

Guns and Ammo[100 CP]

You receive two guns, your choice of a flintlock pistol and a musket, or a handgun and a boomstick, as well as a bag of ammunition, in the form of an endless pouch of musket balls that, somehow, fit any gun they're used with and reload them automatically. For an extra 50 CP, you can upgrade the pouch of musket balls to be full of either silver or meteor shot; silver is only slightly more powerful, but meteor shot penetrates enemies and can bounce off of walls. Also includes instructions on how to make more endless bags of ammo and upgrade this bag to produce other types of bullets. You may also upgrade either pistol to a revolver, or either long gun to the minishark, for 50 extra CP; the revolver fires a bit more slowly, but is more powerful than the pistols; the minishark is weaker than either pistol, much less the long guns, but makes up for it by firing much, much more quickly, essentially acting as a shark-themed minigun.

Rocket Boots[150 CP]

You receive a pair of Rocket Boots, which give you about a minute and a half of flight time and, if bought with, or you later acquire, Wings, increases their flight time by about 40%. For an additional 100 CP, instead of just having a set amount of time that they can be used, they use mana to fly.

Magic Gear[200 CP; first Free for Mage]

You receive any one staff, amethyst, sapphire, ruby, or amber, or a summoning item chosen from the slime staff, hornet staff, or the imp staff, as well as one magic book or item from among water bolt, vilethorn, book of skulls, and magic missile. You may choose a topaz staff in place of an amethyst one, an emerald staff in place of a sapphire one, or a diamond staff in place of a ruby one, if you wish; if you already took tin over copper, tungsten over silver, or platinum over gold, you receive the variant for that material (topaz for tin, emerald for tungsten, and diamond for platinum) automatically.

Money Trough[200 CP]

A small, pink, ceramic trough that summons a flying, piglet-like bank, with openable sides. The inside of this flying... "piggy bank," contains an inventory much like the Inventory perk from above, save that it only contains 40 slots. Also includes a non-flying version of itself that can only be opened when placed on a table, and the two of them are linked extra-dimensionally.

Potions[200 CP]

You get two bottles, one containing Healing Potion, the other containing Mana Potion; the former restores 100 health, while the other restores 100 mana. For an extra 100 CP, these can be upgraded to their Greater versions, each restoring 200 of their respective resource. These regenerate, all at once, once every six hours. Care should be taken, however, as when drinking a Healing Potion of any kind, you will be unable to drink another for a full hour. Mana Potions have a similar limitation that temporarily decreases your magic damage by 25%, which decreases by 5% per minute; additional Mana Potions increase not just the duration, but also the intensity, up to a maximum of 50% and ten minutes.

In addition, you may also buy the following potions which regenerate once each day:

Regeneration Potion, +100 CP; Increases the rate at which you regenerate your health for 5 hours.

Magic Regeneration Potion, +100 CP; Increases the rate at which you regenerate your mana for 7 hours.

Ironskin Potion, +150 CP; Boosts your armor for 5 hours.

Swiftens Potion, +150 CP; Increases your movement speed by 25% for 4 hours.

Endurance Potion, +200 CP; Causes you to ignore the first 10% of damage taken for 4 hours.

Wings[200 CP; Discount Hallow, via Hard Mode Pick]

You receive a pair of wearable, "wings;" they function fairly well, allowing you to fly for two or three minutes at a time, and glide, avoiding falling damage. You, additionally, move about one-third faster than normal when gliding. Visually, they look however you want them to, from feathered or bat-like wings, to a jetpack, to a hoverboard, even just flapping a much larger secondary set of hands, but their looks provide no actual bonus to their function.

=====

Pets and Companions

Pet Summoning Item[50 CP]

You receive an object, chosen from below, that summons a living creature when either used, or equipped in the Pet slot in your Inventory, if you have that perk. Items you can choose from: Carrot (bunny), Amber Mosquito (Baby Dinosaur, has a pteranodon friend that can carry it), Fish (Baby Penguin, slides on its belly), Parrot Cracker (Parrot, flies), Seaweed (Turtle, swims quickly), Unlucky Yarn (Black Cat, wears a witch's hat, has a broom that it can fly on), Dog Whistle (Puppy). For an extra 50 CP, you may also choose from the following items that summon a pet that provides light: Magic Lantern (floats above your head, exposes treasure for thirty feet; dim light), Shadow Orb (torch-like light, floats behind and above the shoulder; slow, light is purple), or Crimson Heart (torch-like light, fast; rolls along the ground, is a beating heart that spouts blood).

Alternatively, you can import any human-sized or smaller Companion as a pet for 100 CP; you receive an item that lets you summon them anytime, and they gain the ability to quickly move, even teleporting through solid walls, to get to you if you get too far away from them. For an extra 100 CP, they gain the ability to create a torch-like light that reveals treasure within the range of its light.

Mount Item[100 CP]

You receive an item that, if used, will summon a large, riding animal; you may choose from the Slimy Saddle (a slime with a saddle; jumps higher, moves faster, floats in water, damages enemies that are jumped on), Honeyed Goggles (a goggle-wearing bee; walks slowly, but flies quickly, can stay aloft for a long period of time, and hovers automatically), Hardy Saddle (a massive turtle; moves slowly, but swims very quickly), or Fuzzy Carrot (giant bunny; jumps very high, speeds up while running and runs very quickly, negates fall damage).

Alternatively, you can import any Companion that is large enough to be ridden for 200 CP, and you receive a saddle item that allows you to ride them.

NPC Import[200 CP]

You can import any single Companion you have for 200 CP, and for every 50 extra CP, you can import an extra Companion; by paying 400 CP, you can import a full eight Companions, minus any you imported as Pets or Mounts, using the perks above. They receive any non-Drop-In Background for Free, chosen individually, and 300 CP with which to buy Perks; you may add 100 CP to that amount, for all of them, by spending 50 more CP on this perk, up to a grand total of 600 CP.

You may also purchase some of the NPCs from within the world; you will have access to them anyway, during your time here, but if you wish to keep them after you leave without having to buy other perks, you have to pay CP for them here.

Clothier: 50 CP. Sells clothes.

Dye Trader: 50 CP. Sells dye, and a dye mixing vat.

Painter: 50 CP. Sells paint, painting supplies, and paintings.

Party Girl: 50 CP. Sells party supplies, fireworks, etc.

Stylist: 50 CP. Styles hair, sells hair dyes.

Guide: 100 CP. Effectively has Guide Sense; for an additional 100 CP, also has the Delineated Crafting perk.

Demolitionist: 150 CP. Sells explosives.

Merchant: 150 CP. Sells basic equipment like torches, rope, etc. After your ten years here, you may purchase any widely-available item from past Jumps, though though they are all at a steep mark-up.

Arms Dealer: 200 CP. Sells guns, bullets, and related items.

Mechanic: 200 CP. Good with machines, sells tools, machinery, and electronic bits and bobs.

Nurse: 200 CP. Can instantly heal you, but charges money for this service.

Pirate: 200 CP(Discount Hallow, via Hard Mode Pick). Sells pirate-related stuff.

Santa Claus: 200 CP (Discount Hallow, via Hard Mode Pick). Sells Santa outfits and Christmas supplies. Seriously.

Truffle: 200 CP (Discount Hallow, via Hard Mode Pick). Mushroom man; sells mushrooms and mushroom accessories (more useful than it sounds).

Wizard: 200 CP (Discount Hallow, via Hard Mode Pick). Sells wizarding supplies, like spell tomes and greater mana potions.

Angler: 250 CP. Gives you one quest a day to find a specific, strange fish, in exchange for fishing-related items. The fish must be fished with a fishing rod.

Dryad: 250 CP. Sells nature- and plant-themed items, as well as a very small selection of Corruption- and Crimson-related items; casts warding spells to protect herself and others at night.

Traveling Merchant: 250 CP. Shows about once every five days to a week and sells random, often quite useful stuff. After your ten years here, may have rare things from previous worlds, but at even more of a mark-up than the rest of his stock.

Witch Doctor: 250 CP. Sells tribal- and jungle-related items, summoner items, and fountains.

Cyborg: 300 CP (Discount Hallow, via Hard Mode Pick). Sells explosives ammo, nanites and futuristic stuff.

Goblin Tinkerer: 300 CP. Sells Rocket Boots, Grappling Hooks, and the Tinkerer's Workshop; can, for a price, reforge weapons and magic items to give them prefixes, which can make them better. Or worse. Usually better, though.

Steampunker: 300 CP (Discount Hallow, via Hard Mode Pick). Sells steampunk stuff, teleporters, and a weird item called the clentaminator, as well as ammunition for it.

Tax Collector: 300 CP (Discount Hallow, via Hard Mode Pick). Collects, "taxes," from other NPCs that own houses, 50 copper coins at a time, up to a maximum of 10 gold pieces. After your ten years, this cap is removed, they need not actually pay, the money collected from the aether, and it applies to all Companions.

=====

Drawbacks

You can have up to 900 CP worth of Drawbacks, and any number of Drawbacks may be used to get to this amount.

The Original: A Downgrade[+100 CP]

- : 2D island world with sidescroller rules.

You're no longer on a three-dimensional island. Instead, you are on a vertical slice of the middle strip of the island, with the world using rules more akin to a 2d sidescroller. This limits your ability to avoid enemies, or fortify your base, and may make materials just a bit harder to come by.

Where's The Rest?[+100 CP]

- : Lose most of your world's area for the ten years you're here.
- +/-: Variable loss based on how much CP you get back.

Normally you'd start on a world-sized island, with a massive amount of area to explore, but you can give up huge swaths of its surface area here, starting yourself on something much like the islands in the original game. For +100 CP, your world is Large; +200 CP and it's Medium-sized; and for +300 CP, it's Small. See the Notes section for more information on the measurements of the three different sizes of worlds that are available.

Griefing Fucktard[+200 CP]

- : Asshole lives near-ish-by, will try to steal your shit and/or kill you.
- : Respawns when killed.

So, there's this guy, right? Lives about half a klik from your house? He's an absolute fuck. He'll roll grenades into your house as you're shutting the door when you're trying to go in for the day, drop lit bombs down your mineshafts while you're mining, raid the chests inside your house and steal your stuff, all that shit. Worse yet, he respawns every time you kill him, and while he drops everything he has, he rarely, if ever, has anything that he didn't steal from you on him when you do manage it. If you can imagine an asshole on a server who is more than willing to steal a pair of Hermes Boots from a chest in your house and then use them to ninja your loot after killing a boss, you're on the right track, just crank it to eleven. Heaven help you if he finds that you've left your Warehouse door open at any point and you're not inside it.

Varied Strategies[+200 CP]

- : Enemies are smarter than normal, and will attack en masse, set traps, etc.
- : Bosses have new attacks that make their fights harder.

The enemies in this world are... different, now. Smarter. More dangerous. Slimes will jump specifically to hit you; Zombies will now no longer just march at you, and will stage traps that will only get more elaborate as the Jump continues; Demon Eyes will fly in flocks that can actually use the eyes that make up their entire bodies, no longer just bouncing off of things; etc. Worse yet, bosses will use varied strategies as well, things that will take you completely by surprise, and make fighting them much harder.

The Blood Moon Rises[+300 CP]

- : Basically inverts the chances for it to happen; 1/9 chance to have a good night.
- : Regular Zombies can knock your door down on the Blood Moon; Drippers and Blood Zombies spawn.
- : Increases enemy spawn rates, too.

The Blood Moon is an event on this world, where Zombies mass in droves and gain the intelligence and power to knock down doors, and Demon Eyes fill the sky. In addition to this, Drippers, slow-moving, melty masses of what look like fused-together Demon Eyes, and Blood Zombies, very fast-moving, incredibly powerful, animated, humanoid pools of blood join their ranks, seeking your death and that of your NPCs. It even corrupts the wildlife and turns them against you. This event, for the ten years you're here, will happen at least once every two weeks, and as often as every night, making every night much, much harder to survive.

You Feel An Evil Presence[+300 CP]

- : The Eye of Cthulhu hates you. Like, more than it normally would.
- : It just won't leave you alone, even when killed.
- : Even when you get rid of it by beating the Wall of Flesh, it gets replaced with The Twins later.

Within days of the beginning of your time here, a few hours before sunset, you will feel an evil presence watching you. A few hours later, The Eye of Cthulhu will descend from the sky to attack you, whether you're ready for it to or not. If you can't defeat it during that night, it will return the next night, and the next, until you manage to kill it. At which point, its wandering gaze will only settle on you once every fortnight. This will not stop until you've beaten The Wall of Flesh, at which point, a few months later, its presence will be replaced with that of The Twins.

Expert Mode[+600 CP]

- : Varied Strategies Drawback.
- : No increase in Blood Moon chances, but increased spawn rates and Zombies can knock your doors down, even on normal nights.

- : Enhanced enemy and boss armor, health, and damage.
+ : Slightly increased chances of rare drops, bosses drop Treasure Bags for everyone involved in the fight, containing unique loot for each boss.
+/-: If you took Griefing Fucktard, he won't get a Treasure Bag unless he actually helps, not just for hitting it once and staying nearby. Not that he knows this.

Expert Mode is a bit of a harder difficulty that was recently added where enemies and bosses have enhanced armor (increased by half-again, as though they had Juggernaut), enhanced health, and enhanced damage, often dealing double their normal damage amounts. Enemies, additionally, will spawn in larger amounts, and have better, "AI," than they would normally have, and, if that weren't enough, bosses have extra attacks and tactics that completely change the flow of their battles. Effectively, in addition to the enhanced health, armor, and damage, this acts as an upgraded version of Varied Strategies and, due to the higher spawn rates, a scaled-back version of The Blood Moon Rises. Now, in exchange, some loot drop chances are increased slightly, bosses drop unique loot when killed, that they wouldn't otherwise, and drop enough Treasure Bags for everyone involved in the battle, but even with the extra 600 CP added in, is it really worth it?
=====

THE END:

So, ten years later, you're still here, you've got the smell of dirt in your hair and in places you didn't know could have smells, and you've killed everything this place has to offer, multiple times over. What now?

That's probably going to leave a scar. -

This was, perhaps, the most annoying thing ever. You're done, and you want to go home.

That didn't hurt too bad, now did it? -

This place... isn't terrible now that you've tamed it. Maybe you could settle in here, make it a life.

Walk it off, Jumper, you'll be fine. Sheesh. -

This was certainly fun, but it's time to get a move on to the next world.
=====

Notes:

Island/World Size:

In regards to the world you go to, it is a lot like how Terraria is set up in the game, taking the form of an island-like world with beaches leading into the ocean most of the way around. Unless you take the Drawback, "Downgrade to the Original Form," the world is a fully

three-dimensional, mostly circular continent; with the Drawback, it instead has a radius based on its size, measured in two foot blocks: Large- 16,800 feet across by 4,800 feet deep; Medium- 12,800 feet across by 3,600 feet deep; and Small- 8,400 feet across by 2,400 feet deep. These are based off of the actual sizes of the worlds in the game, measured in blocks, each measuring a single two foot cube.

Floating Islands:

The different sizes of worlds have different amounts of them; Small worlds only have 2-3 Floating Islands, Medium worlds have 4-5, and Large worlds have 4-6. About half of these will just be solid clouds with bodies of water on the top side of them, and the other half will have pieces of earth held aloft by the clouds, with houses atop them. These houses will have chests and, occasionally, pieces of furniture inside of them; these chests have specific types of treasure items inside them, replacing the usual types of treasure, as well as Golden Chest loot in addition to them.

Metals:

There are thirteen types of metal endemic to most types of Terraria world, but eight of these types are chosen from a list of sixteen. You only receive one of tin or copper, iron or lead, silver or tungsten, gold or platinum, demonite or crimtane, and, after you progress enough, cobalt or palladium, mythril or orichalcum, and adamantite or titanium. In your case, for everything but demonite and crimtane, which of these your world ends up being populated with is determined either entirely by you, or by the options you take in the Gear section; buying gear of particular types sets the precedent for what you will find, your Basic Starting Package, for instance, will determine what you find in regards to copper or tin.

Heads-Up Display, Shining Heart, and Star Catcher:

When you finish this Jump, you keep your enhanced health; 1 hp is equivalent to 1% of your total initial vitality, before entering this Jump, as is 1 mana equivalent to 1% of your total magical energy reserve. The same can be said of your regeneration; the amounts listed are based off of your initial vitality and mana reserves, and scale appropriately, taking longer the more vitality and mana you leave this Jump with. On the plus side, you'll never have to worry about broken bones or severed limbs anymore.

Glint of Gold:

See <http://terraria.gamepedia.com/Chest> for all the types of chests that can be found naturally. Most of the individual pages list the things they can have inside them when found; where they don't, assume that they contain similar items to a Golden Chest found at the same depth, plus area-specific items. The percentage chances listed for the items are their chance to be found inside the chest.

Frequent Flier Miles:

While, yes, you can refight all the old bosses while you're on your private islands, and you have access to all of the NPCs while you're on them, the only things you can take off of them are items. You can't bring NPCs you've unlocked on these islands off of them with you, even ones you bought using the NPC perk; you have a single NPC as a Companion, and they aren't it. See NPC Import, below, for more information.

Mods:

Many of these mods don't have definitive wikis, and simply keep their information on a not-so-well-formatted terraria forum post. Worse yet, some actually don't list everything that exists in their mods, so the only way to actually know for some may end up being to play them yourself, or watch let's plays of them. It's outside of my control, sorry. Thankfully, though, this isn't even remotely necessary to get the most out of Terraria on its own; it merely adds more on top of the normal experience.

List of existing information from mod creators:

Avalon: http://avalonmod.wikia.com/wiki/Terraria_Avalon_Mod_Wiki)

Calamity:

<http://forums.terraria.org/index.php?threads/released-wip-calamity-mod.44065/>

Crystalium:

<http://forums.terraria.org/index.php?threads/crystalium-mod.44558/>

Cheeze's Content Pack:

<http://forums.terraria.org/index.php?threads/cheezes-content-pack.40676/>

Legend of Terraria 3:

<http://forums.terraria.org/index.php?threads/legend-of-terraria-3.44805/>

Thorium: http://thoriummod.gamepedia.com/Thorium_Mod_Wiki

Tremor:

http://terraria-tremor.wikia.com/wiki/Terraria_Tremor_Wikia

Gear and Inventory:

Perks that give you actual items, even items that don't exist in the game, take up one slot for each item in the Inventory, if you take it, including Pet Items and Mount Items.

Guns and Ammo:

Despite what the perk says, for the purposes of the bag of endless shot, rocket launchers and grenade launchers are not guns; they are launchers and as such the bag of endless shot does not supply them with ammunition. This is the same as in the game itself, with rocket

launchers and grenade launchers having their own separate ammunition types.

Advanced Gear and Rocket Boots:

Yes, this does mean that you can have the old combo of Meteor Armor and Rocket Boots, which lets you fly near-indefinitely because of the enhanced mana regeneration. No, this does not also make your wings work indefinitely; while your Rocket Boots still drain mana while using both, they continue to function after the Wings stop, giving you a decent initial speed boost when taking off.

Pet Summoning Item and Mount Item:

The creatures summoned by these items are effectively indestructible in-game, but in-Jump, they can be attacked by enemies; they won't die, but instead will simply be unsummoned and will refuse to be summoned again until they fully heal from their wounds eight hours later. Any Companions imported via these perks also receive this benefit if summoned using the item.

NPC Import:

If your NPC dies, unlike in the game, you do get a differently named replacement for them, but you don't get to take them with you. Sorry, you only get the one, and if you break it, that's your own fault. If you purchase the Guide via this perk, the Guide killed to summon the Wall of Flesh via dropping the Guide Voodoo Doll into lava in The Underworld will be a separate Guide that you didn't buy. Just to keep you from having to worry about that.

Expert Mode:

While, normally, you'd also benefit from the enhanced armor of Expert Mode, the option to buy it for 100/200 CP makes it redundant, and it wouldn't stack anyway. Yes, you still get Treasure Bags when you kill bosses, and every Companion you import gets one as well, as long as they participated in the fight. Yes, the Treasure Bags count as Containers for the purposes of Glint of Gold, though you won't get more than one of each boss's unique drops because, well, they're all equipment or accessories and you can't use more than one of them at a time. See the wiki's page for them over at http://terraria.gamepedia.com/Treasure_Bag for more information on what each boss drops.

Yes, the Demon Heart from the Wall of Flesh does still function as intended, even if you don't have Inventory; no, I don't know how it works if you didn't take it, and no, you can't eat more than one to get a seventh accessory slot if you didn't take Inventory.

And, somewhat obviously since it already includes the effects of it, if you take Expert Mode, you can't take Varied Strategies.