



v2.0

by Negative-Tangerine

Welcome to a world of bandage wrapped heroes and villains, warriors and sorcerers.
Are you going to help the heroes, become a villain, or are you perhaps going to be the
reincarnation of the spirit of prince Rapses XII?



From 1525 B.C.
He has the Mummies.
Protection for the Pharaoh teen.
He has the Mummies.
They're hanging by the Western Gate.
He has the Mummies.
They're going to save the world today.
The Egyptian way.
They're Mummies Alive!

Here are **1000 Choice Points** to help you survive.

Starting Location

Roll a d4 to determine where you start. Otherwise pay **50 CP** to choose your Starting Location.

1. San Francisco
2. Egypt
3. Beyond the Western Gate
6. Free Pick

Age and Gender

Ages are 12 (Pharaoh) or 3500 years old (All other origins) depending on your origin and your gender is whatever you were previously. It is 50cp to choose your own age or gender.

Origins

Any origin can be a Drop In.

Pharaoh (0 cp) : You are the reincarnation of an egyptian prince (are you Presley or a different reincarnated prince?) currently living in the modern day.

Hunter (100 cp) : You were an accomplished hunter when you were alive in ancient egypt, now you are a mummy 3500 years later.

Chariot Driver (100 cp) : You were a chariot driver when you were alive in ancient egypt (possibly a crossdressing female as only males were allowed), now you are a mummy 3500 years later.

Chef (100 cp) : You were a beefy boy with a love of food when you were alive in ancient egypt, now you are a mummy 3500 years later.

Scribe(100 cp) : You were a scribe and tutor when you were alive in ancient egypt, now you are a mummy 3500 years later.

Sorcerer (200 cp) : You were a sorcerer (probably evil) when you were alive in ancient egypt, now you are a mummy 3500 years later.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Pharaoh

Thrown Weapon Mastery (100): You have an excellent eye and ability for thrown weapons.

90's Rad Skills(200): You have amazing skills with a skateboard and other extreme sports.

Spirit Communion (400): You have a great rapport with spirits and those who are undead.

Reincarnation of Spirit (600): As a being who has a link to the cycle of reincarnation you can once a jump survive a killing blow. **This acts as a 1-up once a jump.**

Hunter

Bow Mastery (100): You are a master of the bow.

Tracking (200): You have excellent tracking skills able to track and hunt in any environment.

Leader's Determination (400): You have the mental fortitude to lead others, you can make the difficult choices and snap decisions that are needed of a leader. **This increases your ability to get others to allow you to lead and make your team members or subordinates accept your decisions.**

Hawk Sight (600): You can see clearly for great distances and have uncanny aim with ranged weapons.

Chariot Driver

Whip Skill (100): You are a master of the whip. You can grab things with with your whip like its an extension of your own hand.

Driving Skill (200): You are an expert driver with an almost instinctual ability to drive different vehicles, even ones that you have never seen before.

Cat's Grace (400): You have the flexibility, dexterity, and grace of a cat. **This not only gives you the grace of a cat but also increases your friendliness and charisma towards felines.**

Eyes of a Cat (600): You have eyes like a cat and can see better in low light and the dark. **Optional ability to have your eyes glow in the low light to intimidate others, this applies a small fear debuff at will if the viewers are not strong willed.**

Chef

Brawling Skill (100): You are a master of applying fist to face and overpowering your opponent through hand to hand skills.



Cooking Mastery (200): You have a wealth of cooking knowledge and a love of creating new food. This comes with an increase in cook ability especially in egyptian cuisine.

You hit like a Ram (400): When you have time and space to build up momentum you can hit twice as hard as you would normally be able to stationary. You could possibly shoulder check through a wall.



Strength of a Ram (600): You have the strength to punch through solid brick walls and hold up an elevator one armed. **This will increase your strength by a large margin.**

Scribe



Swift Snake Striking (100): You are a master Quick and flexible striking to disable and disorient your opponents.

Teaching Excellence (200): You are a master teacher.



Magitech Design and Creation (400): You have great skill in designing and building various devices especially vehicles. **You are especially good at combining modern technology with magic.**

Alchemy (600): You gain knowledge and skill in alchemy on par with Rath. One example of alchemical magic is golem creation using magically imbued metal.



Sorcerer

Weapon Skill (100): You are a master of the whip, bow, or hand to hand.

Creepy Creature Creation (200): Like Scarab you can barf up minions with the best of them. It's a rather disgusting ability but they can be useful in delivering messages or spying, though they will always look rather disturbing.

Shabti (400): You can create Shabti, they are robot-like armies of men made of clay. The Shabti are easy to defeat in combat, save when they attack on mass. Shabtis' shatter easily when hit, and dissolve in water. They can be disguised as anything. **Maybe with some work you can improve their physical makeup to be less fragile. In the meantime everyone could use an unlimited source of free grunt labor. Each comes with a laser pole.**



Great Magic Power (600): You have power and in-depth knowledge of egyptian style magic as shown by Rath and Scarab. **This includes but not limited to Animating the inanimate, levitation, flight, teleportation, energy blasts, wind/weather generation, reconstruction of damaged items/areas, transmuting areas from grass and brick to water, summoning beings and spirits, hypnosis/mind control, Golem/Creature creation.**



Items

Items may be imported into similar items weapons to weapons, clothes to clothes, etc. Origins get their 100cp item for free and the rest are discounted to 50%.

General - Undiscounted



Shendyts (100): You get your very own shendyt which is a kilt-like garment worn in ancient Egypt. It was made of cloth and was worn around the waist, typically extending to above the knees. Shendyts are depicted on pharaohs, deities, and commoners in a variety of situations in Egyptian artwork. **You can have it in any color you like and with any artistic embellishment you desire.**

Egyptian Wrappings (200): You get a full set of bond wrapping bandages that will wrap and unwrap your entire body in any configuration you desire with only a thought. Want a bandage bikini and thong? Want a full body wrapping that only leaves you head and extremities uncovered? These can do it with only a thought as they slide on and off you.

Not only are these bandages are spells to be permanently sterile, with dirt sliding right off them. They are also very receptive to being enchanted and can have spells inscribe directly onto the bandages themselves if you have the skill. They take enhancement and buffing spells especially well.

Sarcophagus (200): This Sarcophagus can recharge your mystical energies while slept in and help maintain the charge on your Amulets. **Free with a mummy origin. (Can be bought multiple times with different animal themes.)**

Magic Armour with Wings (400): You get a set of Egyptian Magic Armour based on the spirit of an animal. It can be summoned through the use of an amulet and a custom selected catchphrase. **Armour customization explanation farther down the jump doc.**

Pharaoh



Boomer-Ra (100): A tri-bladed boomerang of egyptian design. It returns when thrown, even on impossible shots.



Mummified Animal Familiar (200): You have an undead animal familiar of your choice like Kahti the cat, or alternatively you have somehow gained Kahti the cat. **It can take a large battle capable form.**



Eye of Ra (400): The Eye of Ra amulet was a powerful magical item, it can be used as a key to get into The Sphinx as well as to emanate a strange glow as a warning of danger. It can store energy that it can then be used to either be shot out in offensive blasts or can be transferred to various armour talismans if they are getting low on power. **With training maybe you can store and transmit magical energies to and from anything and not just other armours, also you can use this as a magic key for any properties or items you own that you have magically sealed. It also gives a minor shielding from scrying.**

Sphinx Hideout (600): You have a recreation of the egyptian Sphinx which contains a secret lair with various entrances and vehicle exits to land, sky, and water.



Hunter



Unbreakable Net Arrow (100): You have a summonable arrow that releases a binding net.

Bow (200): This bow shoots unlimited energy arrows. This weapon whose animal theme matches your magic armor if you have a set, can be summoned to you with your armour or used separately. This golden appendage is nigh indestructible to conventional and magical force within reason.



Coin of Bes (400): A coin of Bes that you can flip to help make your decisions. Oh, it also allows you to switch the minds of two people at will. If the coin is destroyed then the minds will switch back and you will get the coin back after the jump is complete.

Skycophagus (600): This is one of the Mummies main means of transportation. Created by Rath the airship acts much like a jet plane. There is a seat for five, and a console panel mainly for navigation and weapons control. **All vehicles are a combination of tech and egyptian magic and can slowly self-repair from damage and run without fuel.**



Chariot Driver



Chariot Helmet (100): This helmet is the comfiest helmet you can wear, and has its own interdimensional pocket to store your massive quantities of hair without issues when wearing the helmet so that it fits snugly onto your skull. **This helmet will stop any cranial injuries that you might incur from any type of driving or riding.**

Whip (200): This whip can extend at will and is nigh indestructible to conventional and magical force within reason. This weapon whose animal theme matches your magic armor if you have a set, can be summoned to you with your armour or used separately.



Amulet of Bastet (400): You have an amulet of Bastet and can use it to summon the god Bastet. Be warned though that if you can not appease her or at least distract her with a ball of string and tuna sandwich she may try to take over the world setting all felines upon the world. **She comes with the comfiest bed imaginable.**



Hot-Ra (600): The Hot-Ra is a slender, yet heavy-duty all terrain vehicle the Mummies use as their main means of ground transport. It is often driven by Nefer-Tina. The rear fin can shoot lasers and can be detached into a wing glider. There is a rear area to store the Jetcycle. **All vehicles are a combination of tech and egyptian magic and can slowly self-repair from damage and run without fuel.**



Chef

Unlimited Sandwiches (100): You can summon sandwiches of your preference on command.



Full-Arm Gauntlet (200): This full arm length gauntlet can be summoned to either go over your arm and clothes or if you are lacking an appendage it can form a fully golden replacement. This appendage whose animal theme matches your magic armor if you have a set, can be summoned to you with your armour or used separately. This golden appendage is nigh indestructible to conventional and magical force within reason. While it will shrug off pure energy or elemental blasts, atomic disintegration will still affect it with sustained interaction. **This can either be an arm or leg**

covering or an entire replacement limb if you are for some reason missing one, this can be summoned or de-summoned.



Beefy Burger (400): You get your own Beef Burger location to supplement your income and do with as you will. Whether it is staff by your mortal enemies is up to you.

Nileator (600): The Nileator or Nile-Ator is a sleek powerboat designed by Rath for traveling at high speeds on the water. It has enough room to seat five. **All vehicles are a combination of tech and egyptian magic and can slowly self-repair from damage and run without fuel.**



Scribe

Scrolls and Brushes (100): You get an unlimited quantity of scrolls and brushes to either work out your plans and do magic or simply for writing out your latest xxx-fanfic.



Sword (200): This sword is permanently sharp and will never dull, it's hilt can also turn into an animal and attack anyone who picks it up who isn't the owner. This weapon whose hilt matches the animal theme of your magic armor if you have a set, can be summoned to you with your armour or used separately. This weapon is nigh indestructible to conventional and magical force within reason.

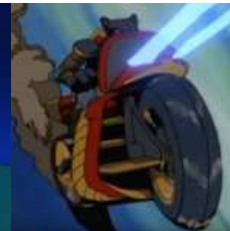
Rah's Map (400): A magical table-top sized Pyramid that he can use to reveal locations of people or objects. Asking a question will cause the Pyramid to spin in order to form an answer.



It rarely gives a straight answer and instead answers in rhymes and tangentially related sentences such as saying "Take me out to the ball game." when what you want is at the local baseball stadium.



Jetcycle (600): Small and maneuverable, the Jetcycle is a heavy duty motorcycle that can seat two at a time. It also has the ability to fly short distances. It is made with a combination of modern engineering and egyptian magic. It can shoot lasers from its front eyes and can be stored in a trailer that attaches to the back of the Hot-Ra. **All vehicles are a combination of tech and egyptian magic and can slowly self-repair from damage and run without fuel.**



Sorcerer

Sorcerer Robes (100): A fine set of flowing sorcerer robes of your choice of colour.



Sapient Animal Staff (200): Like Scarab you have gained a sapient magic staff, this can be of any animal you would like. As an alternative you could also steal Heka from Scarab, it's not like she can be getting fed up with his constant failure and bored with his company. **Fire Breathing optional.**



Spirit Animal (400): You have your own physical spirit animal similar to Ammut who has the hindquarters of a hippo, the head of a crocodile, and front legs of a lion. **You can design your animal to be any mix of three animals you desire in any gender you like.**



Glass Pyramid Lair (600): You have an excellent glass highrise shaped like a pyramid from which to plot your evil schemes and business dealings. **Interior can be themed to egyptian if you would like all that stone decor.**

Armour Customization

Armour creation is a pretty free form and highly personal. As long as it follows an animal and the extra abilities it gives you can be justified by the animal type pretty much any stylization you want can be justified. **The armour can be maintained by your own magic energies if you have some or alternatively can be charged by sleeping in your sarcophagus.**

The basic armour style consists of an animal themed and shaped helmet, a shoulder and chest covering, a thigh and torso wrap, and arm to hand gauntlets with some form of leg pieces. This armour gives you increased physical ability across the board and the ability to survive a great amount of damage including being thrown through walls and down multi-floor drops.



You need to select an animal to base your armour motif on and to empower it.

You will receive an amulet that is based on the creature you have chosen and must be used to magically summon your armour onto you.

When you summon your armour an energy spirit of your animal will leap out of your amulet that will form the armour onto you.



The armour will come with various extra related and themed abilities such as the following:

- Wings for flight.



- Prehensile tail or extra limbs.



- Claws that can cut through metal and inflict greater damage, or arms that grant greater strength.



- You will also have the ability to change your head into that of your animal for immensely enhanced senses (smell, hearing, sight) and extra physical features such as fangs (possibly poisoned).



Companions

Companion Import (50-200): So you want your own group of Guardians to the Pharaoh, maybe you're the reincarnation of a different egyptian prince than Presley Carnovan? Whatever the case this allows you to import a single companion into any origin except "Pharaoh" for 50cp each or eight for 200cp. They each get 600cp to spend on perks and items.

Canon Companion (100): So you want to take any other existing character from this world. Well then this option is for you.

Guardians to the Pharaoh (200): *(Only available to those with Pharaoh Origin)* This will allow you to take all four of the Guardians Rath, Nefer-Tina, Ja'kal, and Armon. This includes Kahti the cat.

If you are a reincarnated pharaoh but do not take Presley's place in cannon then this can be used to create your own generic set of four Guardians to the Pharaoh, if you do this then you can give the four of them a free set of Magic Armour and 600cp to spend. They can be imported companions if you do not want new ones, but they must not be Drop In so they have memories of being in egypt with you.

Drawbacks

Self-Insert (+0): Do you want to be a Pharaoh? A Mummified Guardian? An Evil Sorcerer? Well now you can. Buy their background and you can take the place of one of the main characters.

Trapped in Egypt (+0): You do not start in modern day San Francisco but 3500 years ago in Egypt. You will spend your decade here in the past. Will you save the prince or the mummies? Will you help Scarab take over Egypt? Whatever you do you are stuck here and will not be mummified and awake in modern day. Any origin taken will now be alive and not a mummy.

Itchy Bandages (+100): No matter what you try to wear it will always be mildly uncomfortable and itchy.

Trapped Alive for 3500 Years (+200): Like Scarab you have been trapped alive in your tomb for 3500 years, this does not do nice things with your psyche and you are left with night terrors where you periodically relive that time trapped.

Cursed Limb (+200): You are missing a limb and due to ancient dark magic you can not regenerate it or replace it with magic alternatives.



The Curse of the Sekhmet (+200): You get sick easily during your jump, for as long as you are in this world you will catch cold at the slightest chance and have similar issues throughout the year. Nothing life threatening but a constant annoyance. Just don't do what Scarab did and try to summon Sekhmet to cure you or you may end up facing all the plagues of Egypt.

Disturbed Pupil (+300): You have gained the attention of Chantra, Rath's old student. She is bitter and wants revenge on Rath. She will try to mind control you and use you to destroy Rath, your protections against mind control do not work against her and you will need to get away and defeat her. How you do this is up to you. Kill her? Send her across the western gate? Convince her to follow you? It's up to you.



Enemies from Across the Western Gate (+400): Being from across the Western Gate will escape on a monthly basis to wreak havoc in the city. You must defeat and return them within a week or the speed at which they come across will start increasing till a new one escapes every week.

Low Power (+400): Your **Out of Context** magic is now incompatible with the magic armor and weapons during this jump. You now risk running out of power to keep your armour charged and working and must periodically recharge by sleeping in your sarcophagus to power up your amulet. Hope you purchased one.

Lockdown (+600): You have no **Out Of Context** items, powers, or warehouse.

Scarab (+800): Scarab knows who and what you are Jumper. He will now stop at nothing to capture you and gain access to your Jumpchain and replace you as a Jumper. He now has access to ancient egyptian magic that will allow him to fuse your soul to him, making him the new jumper and gaining all you have earned so far. He will now mostly ignore Presley and the guardians and focus on you unless you have become one of them.



Scenarios

Scenario 1 "Blast to the Past"

Summary - *(Can not be taken with the "Trapped Alive for 3500 Years" drawback)*

At some point in your time here you will be accidentally sent 3500 years into the past to Egypt.

You will have the chance to try and save the prince and the mummies from death at Scarabs hands and schemes. Whether you succeed in saving the prince or not you will be snatched back to the present day by Rath's magic.

Be warned that this will be Scarab at his prime and height of his power.

If you saved the prince or any of the mummies they will now remember it and will have lived their lives for a few more years before being mummified to protect the prince in death as he would still die a couple years later in an accident.

Scarab would still be entombed alive whether he succeeds in killing the prince or not.

Reward

If you succeed in saving the prince when you get back to modern day Rath will have found the scrolls containing the knowledge on how to create the Egyptian magical armours, amulets, weapons, and charging sarcophaguses while looking for information on how to summon you back.

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time in San Francisco that much huh. Well have fun staying here.

Continue: On you go then, take you purchase, companions (voluntary or otherwise) and get onto your next conquest.

Updates

V1.0 - Jump Doc created

V2.0

- Perk "**Sapient Animal Staff (200)**" changed to "**Creepy Creature Creation (200)**"
- Added a fear effect to "**Eyes of a Cat (600)**"
- Updated "**Guardians to the Pharaoh (200)**" to allow for the creation of a set of four generic guardians with free magic armour.
- Added "**Trapped in Egypt (+0)**" drawback toggle.
- Added the "**Blast to the Past**" Scenario.
- Added "**Trapped Alive for 3500 Years**" drawback.
- Added "**Low Power (+400)**" drawback.
- Added undiscounted "**Sarcophagus (200)**" Item.
- Added "**Cursed Limb (+200)**" drawback.