



Long ago, somewhere deep in the jungle...

There lived an emperor named Kuzco, who ruled over a kingdom in Mesoamerica. Pampered and spoiled since he was a baby by his servants, and practically raised by a very obviously evil- and also, ancient- adviser named Yzma, he treated his kingdom and its people as little less than backdrops to the most important thing in the world: himself. Even his "adoptive parent" was not immune to his self-centered whims, and on the eve of his eighteenth birthday he had her fired. ("You're being let go. Your department's being downsized. You're part of an outplacement. We're going in a different direction. We're not picking up your option. Take your pick. I got more.")

In that very same country there lived a man named Pacha. A simple man, he was the representative of a village that had stood on a scenic hilltop for six generations of his family. So you could imagine his shock when he received a royal summons, and his dismay when it turned out that Kuzco was planning to demolish the whole village to make way for a new summer home- a birthday present to himself, complete with water-slide.

Of course, it wouldn't be that simple. As revenge for getting fired, Yzma concocted a devious plan to assassinate Kuzco during a private dinner provided by her right-hand henchman, Kronk. Unfortunately for her, the bottle of what she thought was deadly poison turned out to be extract of llama. Undeterred, she had her henchman knock Kuzco out so he could finish the job- but after a crisis of conscience he saved the transformed emperor's life. An unfortunate sequence of events afterwards led to the unconscious llama, still stuffed in the sack he was almost drowned in, being put on Pacha's cart as the man left the emperor's city to return to his village...

But we're getting ahead of ourselves, since you're going to start your time in this world the day beforehand.

Take +1000 CP to help you determine what your life in this world is like.

Origins

Feel free to pick your age and change your gender if you'd like. You get a 1/2 discount on all the perks and items for your Origin, with the 100 CP ones being free.



Drop-In- You should know how this works by now. No history, no memories, no friends, no enemies, yadda yadda and so on. You have your choice of starting out somewhere in the city where Kuzco's palace is, Pacha's village, or Mudka's Meat Hut, home of the mug of meat.

Royalty- You might be one of Kuzco's cousins, or maybe the emperor has a new younger sibling- in any case while you're not on the throne yourself you're definitely important enough to have a place in the palace, which is where you are now. Just keep in mind that being in line for the throne is going to be a bit dangerous with Yzma still around.

Peasant- You're a peasant, like most people in the kingdom who aren't Kuzco. Sure, you're probably more at risk of starvation and having your home bulldozed to make way for Kuzcotopia than most of the other Origins that live in a palace... but you really should have thought about that before you became a peasant! You can choose to start in any of the surrounding villages, but there's one in particular where when the sunlight hits the ridge just right... well, you probably know how it goes.



Henchman- You're Yzma's number two henchman- after Kronk, of course. Usually she gets a new one every decade or so, so it's fitting that you're here. It's a bit unusual that she's got two of them, but hey, you're probably not complaining if you're picking this over being royalty. Naturally you live somewhere in the palace- you probably share a bunk-bed with Kronk.

Adviser- If Yzma can have more than one henchman, then Kuzco can have more than one royal adviser. Hopefully, you're either more competent or less evil than your counterpart. Less decrepit, too. In any case, until you get fired or otherwise removed from the palace you likely have your own quarters there, owing to your somewhat high-ranking position in the empire.



Drop-In Perks



“Would you take a look at that.” (100 CP)- Ah, narration. A useful tool if you’re starting things in media res, and a perfectly respectable profession all things considered. Now, you can hear your adventures getting narrated by a version of yourself- or Kuzco, if you wish- who seem to have the benefit of hindsight when it comes to your “story”. A good narrator won’t directly spoil things, of course, but it’s a humorous way of hearing your adventures and it might be useful for recapping what’s happened so far. If you get tired of it, you can just tell your narrator to leave you alone and they will- they can be brought back just as easily.

“He’s trying to lead you down the path of righteousness.” (200 CP)- ...I’m going to lead you down the path that ROCKS. Like Kronk, you have a shoulder devil and shoulder angel that sometimes appear to give you advice when faced with a moral dilemma. Really, they’re just little versions of you wearing outfits (although if you’d prefer to have them resemble Kronk, they can), so their personalities are basically just “holy” and “evil” versions of yours. Although their amusing antics and advice can only be seen and heard by you- which might make you look a bit crazy if you engage with them- they do occasionally produce good advice, and if they both agree on something you can usually be assured that it’s the right way to go. They can be dismissed simply by telling them to begone, or however you get rid of those guys.



“How did you get back here before us?” (400 CP)- You’ve got an unusual way of getting around which, if we’re being honest here, by all accounts doesn’t make any sense at all. Basically, whenever you’re pursuing someone or racing them somewhere, you can “somehow” beat them to the punch and get there before them no matter how much of a lead they have over you, even if you end up careening into a ravine after getting struck by lightning. Furthermore, they tend to leave “tracks” resembling the stereotypical travel lines on a map, making them easier to follow and find; you can

leave these tracks yourself if you’d like, and can choose who sees both sets of tracks.

“For the last time, we did not order a giant trampoline!” (600 CP)- It’s pretty amazing what the human body can survive. Of course there’s a limit to that- not to mention that you have to get pretty lucky to survive certain things- but that’s what this is for. The way this works is that you essentially have a large amount of durability when it comes to slapstick-style damage and accidents, as well as an improbable amount of luck when it comes to surviving things that should be fatal- so long as it wasn’t a deliberate attempt to end your life. Get smacked with a frying pan by a startled housewife? It might make you a bit loopy, but she probably meant well. Struck by a random bolt of lightning? You might be covered with soot, but you won’t be fried to a crisp. Dropped off a building? Conveniently, they just so happened to be installing a giant trampoline at the time. This will also remove much of the pain that you should probably feel from these things because somebody screaming in agony after getting turned into a pinata and beaten with sticks isn’t that funny.



Royalty Perks



“He’s the hippest cat in creation!” (100 CP)- You’ve got the groove and style that only an emperor like Kuzco has; a rhythm by which you live your life that imbues with a divine sense of style, grace, and dignity... in theory. Mostly, it just makes you a lot more slick and smooth- more charismatic, in a sense, but the phrase “style over substance” definitely applies here. You do have some pretty sweet dancing skills, though.

“I’m invisible.” (200 CP)- Sometimes an emperor has to go incognito- putting on a new set of clothes, one could say, to avoid being seen for the awe-inspiring being that they are (or just to sneak into a diner). Thankfully, as someone who knows a bit about style you have the ability to disguise yourself in a way that only people who saw you put it on would be able to see the changes you’ve made. Even if you’re a hairy male llama putting on a dress, applying some makeup, and throwing a hat on to hide any animal ears will be more than enough to convince people that you’re actually a beautiful woman. In fact, just putting on a different outfit and using a false name might be enough to fool some people even if you do nothing to disguise your face.



“A perfect world begins and ends with us!” (400 CP)- Vanity can only get you so far in this world. Sure, you might think that you’re the center of the universe- but someday, you’ll look around and realize you’re all alone, and that you have nobody to blame but yourself. But on the other hand, it’s hard for an emperor to make real friends- sycophants and servants are a dime a dozen, but befriending someone is another matter entirely when everyone knows who you are, and what power and wealth you have. Luckily, you seem to have a habit of meeting helpful, friendly people willing to stick their neck out for you in the strangest of places, simply because they

believe it’s the right thing to do. Even if you’re a jerk to them, they’ll still come around to help you out simply because it’s the right thing to do- and, shockingly enough, hanging around with these people has the strange effect of teaching you valuable lessons that you might not have learned otherwise. In time, you might even come to think of them as family.

“He’s the sovereign of the nation!” (600 CP)- As a member of the nobility, the world revolves around you. This is an exaggeration, but only slightly as you find your servants willing to go to bizarre and, frankly, impossible lengths to please you. They’ll carry you up stairs, wait on you hand and foot, construct entirely new doorways in your palace in the blink of an eye to make it easier for you to get somewhere, and at the height of absurdity will even find a way to bring a ship to your throne room so you can christen it with a bottle of champagne without you ever having to leave your seat. This is less out of a sense of loyalty, and more that the people working underneath you are absurdly capable and quick workers- though thankfully this doesn’t apply to any that might have thoughts of assassination on their minds.



Peasant Perks



“When the sun hits that ridge just right, these hills sing.” (100 CP)- Peasants have a simple, folksy way of life and way of looking at things. An appreciation for the plain and straightforward things in life like a plate of hot food, good friends, family, and the view of the sunset from your hilltop home. For you, the pleasures of simple things like that are enhanced, and easy to share with others. Even someone accustomed to having their every sumptuous, decadent desire fulfilled would be able to appreciate the things you enjoy, so long as you’re the one sharing it with them- and once they learn of these small pleasures, they’ll carry them with them for the rest of their life.

“Right, left, right, left...” (200 CP)- People need to stick together, and work together, if they want to be successful and get what they want out of life. Peasants know that better than anyone; without them, the whole empire would starve without crops, or be left shivering at night without warm alpaca fur to cover their bodies. You embody this sense of teamwork, working well with pretty much everyone and anyone- even if you were just at each other’s throat just a few seconds ago. If nothing else, it beats getting eaten by crocodiles.



“Don’t worry your highness, I gotcha!” (400 CP)- Helping people is sometimes the best way to help yourself. Luckily for the people you want to help, you have a habit of figuring out inventive means of rescue, always finding a way come in even at the last minute to save their lives from jaguars, quicksand, and long drops off of waterfalls with sharp rocks at the bottom. Not only that, but if somebody’s coming to save your life instead then the same benefits will apply to them, too- they’ll figure something smart out, and even if they’re almost too late they’ll still show up at the last second to snatch you right out of the air.

“Well yeah, nobody’s that heartless!” (600 CP)- There are some pretty cruel and selfish people in this world. They might not even know how bad they are, if their sense of morals are so warped from what most people learn growing up. But somehow you can find a way to bring out the best in these people, making them realize the error of their ways and, slowly but surely, transforming them from a brat or tyrant and into an actual reasonable person, and maybe even a friend if you’re willing to be a friend to them. This won’t be easy, and you’ll probably have to go out of your way quite a bit to pull off such a drastic change of heart in somebody else, but even one of the worst people can change just by hanging out with them for a little less than a week.



Henchman Perks



“Three oinkers wearing pants, plate of hot air, basket of grandma's breakfast and change the bull to a gill. Got it.” (100 CP)- Like Kronk, you're a fantastic cook. It's as simple as that; there's no dish you can't whip up in the kitchen. From foie gras to Kronk's famous spinach puffs, if it can be baked or broiled, seared or stir-fried, steamed or stewed, it can be made to order by you. Your desserts are also simply to die for, and you speak fluent diner lingo- a useful skill if you want to work at Mudka's meat hut like Kronk will.

“He's doing his own theme music.” (200 CP)- A good henchman is stealthy. Well, that's probably hard to pull off if you're a huge guy in your late... twenties? But you find a way to pull it off somehow, and could sneak your way out of a heavily guarded palace with an unconscious llama on your back with ease- so long as you hum your own theme song while doing it. Whether because it actually, somehow, makes you more stealthy, or just because people don't want to mess with the weird six foot giant creeping around humming to himself, you somehow manage to avoid detection from all but the most perceptive and/or intelligent of guardsmen.



“Squeakedy squeak, squeaken.” (400 CP)- As a former Junior Chipmunk (now senior), you've learned a variety of useful camping skills. But aside from pitching a tent, you've learned something even more important- how to communicate with all the creatures of the woodlands. Squirrels, jaguars, lions, tigers, bears- oh, my. If it has fur, feather, scales or chitin you can somehow communicate with it like it was a person, not only hearing their various squeaks, roars, and chirps as actual words, but also talking to them simply by mimicking their pattern of

“speech”. Naturally, this comes with a good bit of rapport with wild creatures, including bugs- making them far less likely to “bug” you in return.

“Oh yeah, it's all coming together.” (600 CP)- Things just seem to work out for you, somehow. Even when you do make a mistake, it usually ends up working out for the best in one way or another. This doesn't mean that everything you do will go off without a hitch; this doesn't help you beat impossible odds, it just makes the outcome more favorable towards yourself, even if it's only by a little bit. But simply by being yourself you'll find yourself in a position to make some big changes in the lives of others, inadvertently improving the lives of friends and even foiling acts of villainy just by happening to be in the right place at the right time.



Adviser Perks



“Eh, scary beyond all reason.” (100 CP)- You’re living proof that dinosaurs walked the earth; because if you’re not horribly ancient, you’re certainly horribly ugly to the point that you could probably be mistaken for a man-eating giant lizard. Honestly, you’re scary beyond all reason, and that’s before we account for whatever your personality is like. Since it’s a bit non-standard to have a “perk” that, objectively speaking, makes you look like a hideous monster, you can also dial up or down your perceived attractiveness- anywhere from what you normally look like, down to... this.

“It's dinner time!” **KRACKATHOOM**
(200 CP)- You need to have a flair for

the dramatic yourself if you’re going to advise someone as eccentric and flamboyant as the emperor. Luckily, things just seem to line up for you in a way that makes it simple for you to give off any impression you’d like- but especially ones that are striking and, well dramatic. Thunder and lightning starting up when there wasn’t a cloud in the sky beforehand is about the most of what you can expect from this perk, but there are plenty of minor things that will add up as well.



“Well, he ain't getting any deader! Back to work.”

(400 CP)- The empire has a shockingly lax set of rules for succession; or maybe it’s just apathetic about who’s in charge. Either way, it’s almost disturbingly easy how someone like you can worm their into a position of power so long as they’re a part of whatever structure exists- or even if you were fired the day before! The best man, woman, or cosmic world-hopping entity for the job seems to be the order of business wherever you go, and so long as there’s a fresh vacancy in need of someone to fill it you’ll find it much easier to be that person- not only that, but

any transitional period (including redecorating to get rid of the old guy’s stuff) will be much quicker as well. Just- if you’re going to kill your boss, make sure he’s actually dead?

“It's brilliant, brilliant, brilliant I tell you, genius I say!” (600 CP)- Scientist, sorceress, or maybe even high-priest? Yzma was probably one or the other at some point of time, just because she’s so old, but in any case you’ve learned how to create potions and poisons that are definitely on par with hers. From vile vials of vicious venom that leave their imbiber dead before dessert to transformative elixirs that turn men into beasts (or beasts into men) using little more than some extracted essence, you’ve gained a skill for chemistry that could put modern science to shame. This also seems to come with some skill at engineering- you’d be able to make a roller coaster and animatronics back in Incan times, at least- and possibly some skills at making dastardly plans in general.



Drop-In Items



Inca Miniatures (100 CP)- These hand-painted, hand-sculpted landscapes, buildings, and miniature statues depict the various properties you posses as well as their surroundings, and comes complete with little figurines you can move around. It's pretty neat to look at, and it might even be useful for planning new additions to your properties- like say, a water slide? Not only do you get new, highly detailed models whenever you pick up a new piece of land or a building, but you also have an infinite supply of clay and whatever else goes into ceramic as well as paint to paint them with.

The Wrong Lever (200 CP)- This lever seems to appear wherever you will it, taking on a form that suits its surroundings. When pulled it opens up a trap door, sending someone- either the person who pulled it, or someone nearby- careening into a pit of crocodiles. The crocodiles are well-trained enough to recognize you and your companions, but are vicious towards anyone else unfortunate enough to meet them. Other than that they're pretty much normal crocodiles, though.



Jumpertopia (400 CP)- Your dream summer home! At least, if you happen to be an immature as Kuzco. Surrounded by a moat, doubtlessly stocked with all manner of finned, scaly, cool moat animals to keep unwanted intruders out, this large estate features dodgeball court, scooter track, a swimming pool- complete with water slide- a bounce room with rubber walls and a trampoline floor, a "sweet suite" stocked with every dessert imaginable and even some that you haven't even heard of, and last but not least a "me" room tastefully decorated with gold, silver, and stone statues of yourself- as well as mirrors so that you can admire the real thing. If you'd like, you can make all of those things into Warehouse attachments, instead. I'm not sure how that'll work when it comes to the moat, but it should be interesting.



Royalty Items

Royal Outfit (100 CP)- An awesome outfit, fit for an emperor or empress. Made of the richest materials, it's perfect for lounging around in- and you just so happen to have a closet full of outfits just like it, in a variety of colors and even styles.

Servants (200 CP)- Every noble or filthy rich guy needs a retinue of people to keep him happy, wouldn't you say? You have a veritable army of them- about a hundred guards, butlers, maids, chefs, royal dressers, and other people whose job is to make your life easier. You even have a theme-song guy. Presumably they all have lives of their own when they're not catering to yours, but that's not really worth bringing up since they seem to just appear when you need them and disappear when you don't.



Palace (400 CP)- An absolutely gigantic palace, built on and comparable in size to the peak of a mountain. It's big, and honestly it's mostly empty, too- even an emperor has trouble decorating that much space, it seems- but what is there is certainly fit for a king! There's everything you'd expect in a palace of that size, from a suite of master bedrooms to servant quarters all the way up to a fully stocked kitchen and treasury. It has surprisingly modern amenities, including running water- and also, literal running water due to the canals it has.



Peasant Items



Llama Herd (100 CP)- A herd of llamas- or alpacas- or a mix of both if you'd prefer. It might not seem like much, but they provide provide wool, meat, and can pull carts and other things like that, and the size of your herd is big enough to be pretty valuable when you take that into account. You have several dozen animals at least, and in addition to the regular breeding more seem to just pop up whenever their population gets low.

Poncho (200 CP)- A hand-crocheted poncho, made of alpaca fur. Warm when it's cold, and yet cool enough not to overheat when it's warm, this simple article of clothing is perfect for wearing pretty much anywhere on earth, keeping your temperature perfectly regulated. Just not, like, in a volcano or anything like that.



Village on a Hilltop (400 CP)- A scenic, cozy village located on a nice green hill somewhere. The people there look up to you as something like the village head, and they're a proud, sturdy, and industrious folk. It's the perfect place to raise a family, and for some reason there's seldom any real trouble there- well, it might have been one of the candidates for Kuzco's summer home at one point, but thankfully you don't have to worry about that now.



Henchman Items



The Poison Chosen Specifically to Kill Kuzco (100 CP)- A vial of pink poison that could kill a person dead with just one sip. It's, uh, pretty dangerous actually. You might want to handle it with some tongs, or gloves at the very least. Once it's emptied out you'll get a new vial of the stuff. Consider putting it well away from the wine.

Tent Backpack (200 CP)- A weird combination of tent, backpack, throne, and glider; fitted for someone of your size to wear (although it's adjustable), anything placed within its canopy will weight much less than it should to the person wearing the pack. Furthermore, by pulling a rope you can make a pair of bat-like wings emerge from the sides, which are capable of flight. Just watch out for any sudden thunderstorms.



Mudka's Meat Hut (400 CP)- A classic- very classic, considering the time period- roadside diner, primarily serving meat and meat-based dishes swimming in gravy, but also salads and giant pill-bugs that are surprisingly delicious. The menu's only improved since they hired a new chef- Krunk or something like that- so there's also a variety of desserts, coffees, and some delicious spinach puffs to enjoy as well. You don't exactly own it, but it shows up wherever you go- even your Warehouse- and the food is all free for you.



Adviser Items

Busts (100 CP)- A bunch of ceramic busts of various people you hate. Normally this probably wouldn't be worth much to you, but this replenishing stock of pottery also comes with a giant wooden mallet. Taking a hammer to someone you hate, even by proxy, is very cathartic.

Roller Coaster Ride (200 CP)- Also known as "The Right Lever". Pulling said lever, which can appear

wherever you want, will cause the nearby wall and floor to flip- sending you and up to one other person to a secret roller coaster ride. It's pretty fun, and more importantly any property you own will be at the end of it- even if that doesn't make the strictest amount of sense. As a bonus, a mechanism at the end can put you and your plus one into an outfit of some sort. By default it's a labcoat and protective goggles, but you can change the outfit out if you'd like.



Secret Lab (400 CP)- To the secret lab! This lab is stocked full of all sort of beakers, tubes, bubbly things, and other anachronistic tools of science. Although the actual secrecy of the lab might be questionable, much like Yzma's, it shares another quality with hers- namely, a cabinet stocked full of potions capable of causing a variety of transformations in those who drink them. Or just get some on their skin. Hence why the labcoat and goggles from the last item are a good idea.



Companions

Companion Import/Creation (100 CP)- Create or import two companions, giving them 400 CP to spend on perks only. Can be purchased multiple times.

Canon Companion (100 CP)- Want to take Kronk with you on your adventures? Or maybe you've grown attached to Kuzco or Pacha? Maybe you want to bring Kronk with you as a henchman, or maybe you want to hang out with Yzma for some reason. Or maybe you're just pals with Kronk? Whoever has caught your eye here, if you can convince them to come with you they can become a companion. Can be purchased multiple times.



Drawbacks

No limit on drawbacks; if you survive ten years here or die their effects will disappear unless they say otherwise. Also, you get the obligatory “Go Home” “Stay Here” “Next Jump” trifecta of options or whatever.

Kingdom in the Sun (+0 CP)- This is an odd one; this drawback will change the setting to more closely resemble the original incarnation of The Emperor’s New Groove, which was a more traditional Disney movie called “Kingdom in the Sun”. Although many of the character concepts and designs are similar the plot of the movie was heavily changed. To give an idea of how radical a departure what we have is from the original idea, Kingdom in the Sun originally involved a conflict between the Inca god of shadows, Supai, and the sun god Inti and his created people, the Incas. Yzma was still there, and Kuzco was still turned into a llama, but Pacha was the main character and Kronk didn’t exist; instead Yzma was aided by a living stone idol called Hucua. It was an epic, mythological story and The Emperor’s New Groove can be considered a parody of it.

“Don’t tell me. We’re about to go over a huge waterfall.” (+100 CP)- Yep. Sharp rocks at the bottom, too. As could be expected of a mountainous, jungle-covered region, this place is treacherous- even the palace has long, deadly drops that could easily kill you if you tumble over the side, and OSHA hasn’t been invented yet. Environmental perils are much more common now, ranging from the aforementioned long drops, to sudden flash floods, and even quicksand. And if you’re pretty much immune to those, they’ll target your property instead- enjoy digging your new summer home out of that sudden avalanche.



Bucky the Squirrel (+100 CP)- You’ve ticked off Bucky the Squirrel, and it turns out whatever you did was the straw that broke the camel’s back. The squirrels back. Whatever; in any case, he’s got a major vendetta against you, and will try to lure, trick, or otherwise cause dangerous situations for you to the best of his abilities, which include making balloon animals. May the gods have mercy on your soul, for Bucky won’t.

“WRONG LEVER!”

(+100 CP)- Why do we even have that lever? Given the choice between one or more options, you will somehow manage to always pick the worst outcome for yourself. Even if you know which lever is the right one, you can’t help but pull the other one- just to see what it does. Or, given the choice of several different unlabeled vials, the very last one you try will be the one you’re looking for.



Demon Llamas (+200 CP)- The hills have become infested with a peculiar breed of llama. Perhaps they were bred by a particularly cruel farmer, or maybe the change was wrought by some foul potion concocted by Yzma. Whatever the case, these llamas are true omnivores, devouring anything and everything that crosses their path. Leaves, rocks, people, Jumpers; it’s all on the menu as far as they’re concerned. They’re normal llamas otherwise- although they seem to spit with preternatural accuracy- but whether they’re a pest or a serious threat to you, they’re going to be a constant presence during your time here.



“Big, dumb, and tone-deaf.” (+200 CP)- You’re about as smart as Kronk is. Now, Kronk’s not exactly dumb- he’s got a lot of practical skills, and he’s nice!- but let’s be honest; he’s not the sharpest tool in the shed. Now, you’re just as quick-witted as he is- which isn’t very much at all. This is bound to cause more than a few problems for you. On top of that, you’re also tone-deaf- but on the bright-side you’re also voiced by Patrick Warburton, so there’s some give and take there.



“You’re being let go. Your life’s going in a different direction. Your body’s part of a permanent outplacement.” (+200 CP)- Seems you’ve pissed off a pretty powerful person in this world. Maybe not an emperor, but someone with a lot of time on their hands (and under their belt for that matter) with some access to, lets say, some very interesting chemicals of varying lethality. It might be Yzma, it might be someone else entirely; either way, they’re very sneaky and duplicitous, even by your standards, which will make them a hard foe to counter.

“Beware the Groove!” (+300 CP)- Okay, you know all those powers you’ve got? They belong to Kuzco now. All the god-like superpowers, whatever you have in your Warehouse- it’s all his. That’s pretty much it- just keep in mind that this is before his character development, which means you’re handing the keys to the castle to a spoiled, self-obsessed seventeen year old with all that entails.



The Jumper’s New School (+300 CP)- Uh-oh. Looks like Jump-chan went through your records and discovered something shocking- you never went to Jumper School! How can you be expected to travel through the multiverse if you haven’t even done that before? Luckily, they’ve come up with an ingenious solution: in the absence of any other world-hoppers to send you to school with, they’ll gather up a bunch of gods and other cosmic beings from... somewhere... and send you to some weird high-school/college mashup, with them acting as the principal! You’ll get to hone your skills, and finally get to start Jumping- the right way! Well, there’s one catch- if you fail any of your classes, or do something worth getting expelled for, you’ll be booted from your Chain and sent home.

“Yay, I’m a llama again!” (+300 CP)- One moment, you’re taking a sip of delicious wine; the next, you’re suddenly stuck in the body of some sort of non-human creature. Llamas are the classic choice, but if you’d like you can roll or pick from the following table to determine what you’ve been transformed into:

1. Cat
2. Cow
3. Flea
4. Gecko
5. Gorilla
6. Octopus
7. Ostrich
8. Warthog



No matter what you pick, or roll, you can expect to have a good bit of trouble adjusting to your new body- although thankfully you won’t have to worry about having a shortened lifespan or anything like that.

