



## Let's Go Jungle/Island Jump

### Version 1.0 by Burkess & Tri-Sevon

Everyone needs a vacation every now and then. And so do you and anyone else accompanying...

...Oh, sorry. Forgot there was a new person here. Welcome to this special version of Earth, where an organization called 'Green Leaves' has taken it upon themselves to help restore the destroyed lands and nature of Earth.

Unfortunately, it seems their efforts may have worked rather too well outside of the intended goal...And as such, the places where Green Leaves had left their presence in one form or another are... ..perhaps dangerous.

Still, it should be nothing to worry too much about. In fact, we will be giving you **1000 Vacation Points** to prepare for your time here in this world. Oh, and make sure to enjoy your vacation!

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### Vacation Picking (Starting Location)

*There are a few options on offer. And in case you wish, you can roll some dice to determine where you start instead. Take your time, if you wish.*

### **Spice Island, Asia**

This is a special jungle island known as 'Spice Island', which was devastated environmentally in the middle of a war over 5 years ago. However, in that time since then thanks to Green Leaves...

...The local ecosystem has returned to life, turning this scarred jewel of an island into a destination for tourists to see the culture and beauty of such a place. However, things aren't going to be simple by the time you arrive alongside a couple named Ben and Nora...

### **Island Of The Tropics, Pacific Ocean**

An entirely different island that used to be an island resort until its eventual closing and loss of jobs for its employees. Nowadays, the island has been left to nature while tours and recreational activities go on around the ocean around the island...

...Unfortunately, you'll be arriving when one of these tours goes horribly wrong thanks to a small group of pirates, mutant sharks, and a familiar chemical. And hey, at least you can get help with one of your fellow tourists named Beth and one of the guides named Zack.

### **Special Destination Offer (Other & Supplement/Crossover)**

In case any of the destinations do not suit what you want, you can use this special service to designate where you wish to end up in the world. Or you could perhaps help locate a specific place that was just recently discovered and made into a vacation destination...

*(In other words, in case any of the above are not what you are looking for as a choice or you wish to go somewhere very specific in general, this is for you and doubles as the option to make this into a Supplement or Crossover.*

*You can choose to use this jump as a supplement and attach it to another jump. Alternatively, you can Import another jump of your choice if it fits the Location option you selected.*

*You will have to fill out the second Jump Document, while keeping the point totals separate. The setting (any other attached parts) you selected will then merge into one.)*

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## **Vacational Backstory (Backgrounds)**

*While being on vacation, the life you lived outside of this occasion is rather open-ended. So we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.*

*(You can also use dice to roll up whatever age you end up at as well.)*

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## **Passport Details (Species/Origin)**

*You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your vacation.*

*(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)*

### **Human**

Some would argue as the most default option to offer, but this is still a viable option. And it helps a lot of things to do around here for tourists...

### **Mutant Creature**

This is a different option to pick... ..Though do be aware that you may still be attacked by other mutant creatures or any tourists trying to keep themselves alive if they happen to encounter you.

That said, maybe you'll be the one to bring peace in a hostile environment or establish control over where you end up at.

### **Other**

In case you wish to be something else that isn't offered above, or if you wish to be something very specific that doesn't fit any of the above.

*(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)*

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## **Recreational Talents (Perks)**

*You gain **6 Tourist Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 800 VP to use.*

### **Health Bar [Free]**

You gain an togglable ability to visualize your physical health in the form of a health bar in the lower range/corner of your vision. And in case you wish to still see without any obstructions, you can control its transparency.

*(And yes, you can freely designate its style and coloration if you wish.)*

### **Eye For Nature [100]**

You seem to have a special talent that lets you be able to see the devastation inflicted in an area in ways that many others wouldn't have. As if you could possibly see what it once was or visualize what it was accurately in your mind.

This also means that if you were to find ways to restore what was once there, you would have a massive advantage in further shaping into what it once was or breathing new life into it.

*(This normally works with the plantlife and flora associated with the various forms of nature, but you'll find that your skills will translate to other forms of environments in different places and those of non-nature based origin.)*

### **On The Job Training [100]**

You exemplify the idea of learning by doing. Even if you never held a gun before, firing one in a stressful moment would quickly make you competent. With further use, you'd become exceptional at it. This works when using any skill or tool, and you get a bonus in learning speed when doing so in a dangerous or troublesome situation.

### **Quick Thinker [100]**

Sometimes, you may have to think on the fly and make decisions quickly. And out here, this doesn't mean just what tourist activities or places you want to see first.

No, this is also geared towards making use of what you can find in your immediate area or use of what is given to you. Such as making use of corked bottles to make the corks into damaging projectiles, oars as blunt smacking weapons, or even making use of the humble slingshots and some rocks.

Thankfully, you'll find that you will be able to use these things and other improv items very well and be effective against giant creatures that may be attacking you. And in future places past your time here, you'll find that any improv weapons used will also be more effective against non-mutated creatures and monsters.

### **Projectile Auto-Collector [200]**

In case you happen to be on the move (or run from a lot of things), this togglable ability allows you to be able to shoot any projectiles you have towards small items like coins or fruits...

...And when hit, will either fly their way towards you or teleport into your preferred storage medium or equipment you have access to. And when you do go onto different places outside this world, you find that you can train up this ability to gather more than just coins and fruits as with further practicing and passing of time.

### **Recoil Damper [200]**

This ability focuses on the skill of being able to quickly build up a resistance to the impact of recoil of various guns, especially if they happen to be very large, heavy, or fully automatic weapons (and all three as well).

In essence, you won't get harmed by any particular heavy recoil in case you aren't prepared...But your body will also help keep you steady while you adapt to using it. And this resistance also stays with you, allowing you to build up this resistance to more than just the one you completely adapted to.

*(That said, this is focused on the recoil aspects...It is still up to you to actually aim AND be able to carry and lug around the guns you'll be using as well.)*

### **Tough Eardrums [200]**

In case you are worried about the various explosions and prolonged gunfire killing off your sense of hearing, you'll find that they will no longer be damaged or impacted by said sounds and forces.

In short, someone could be firing off a fully automatic rifle right next to you and you'll still be able to hear just fine afterwards. Same applies for any explosions that go off near you or off in the distance if they are very powerful.

You'll also find you can spread this out via an aura to any allies or companions near you (and everyone involved will be able to know when it is in effect).

*(You can also train this aura to extend out and offer stronger additive protection as well with any other sound-based damage and effects out there in future worlds and settings.)*

### **Underwater Adventure [200]**

Grants the ability to speak while underwater and be understood by others, and hold your breath far longer than before. Speaking while underwater doesn't use up any of the air in your lungs, either. You're able to share this effect with anyone nearby, letting them also talk to you in garbled but understandable language and hold their breath unnaturally long.

You can also fire weapons that aren't meant to work underwater as well, such as ballistic guns. Though you will find that any weapons that were actually made to be fired underwater are also capable of doing far more damage under your possessions and any nearby allies.

### **Mirror Image [200]**

People see the best parts of you, and you can see other people's positive traits, even if they're hidden. Intuitively, you're able to say the exact words people want to hear, when they most need to hear them. This can be the kick in the pants they need to stand up and keep fighting, or you being the one to acknowledge them when no one else has. Your words will have a major impact on others.

### **Compromise And Reconciliation [300]**

Enables you to mend any damaged relationship by meeting someone halfway. If they have a desire to fix things, they'll do the same. Going through difficulty and struggle together can remind the both of you of the qualities that you like about your relationship.

### **Gun Vs Monster [300]**

You now find that all forms of actual ballistic gun-based weaponry will now do far more damage against all forms of mutated wildlife. Everything from insects, sealife, and plantlife in between will be included.

And in future settings and worlds, you will find that these same damage benefits will apply to any form of wildlife, even if they are or aren't of natural origin.

### **Helping And Getting Help [300]**

Doing a good turn for someone and helping them in some way will enable them to be there to help you in your time of need. If you're ever in some sort of jam, a person you've done a favor for will show up for the assist. Every action you take that benefits others will pay itself forward in a tangible way for you.

### **The Path Untraveled [300]**

You can trigger a postcognitive vision that will show you the results of an alternate universe where you made a different decision. Say, for example, you went left when you could have gone right. You could see a vision of precisely what would have happened and experience it as if you were living it.

### **Fork In the Road [300]**

When making any decision, you can simultaneously experience both choices. This creates an alternate universe where both versions of you exist and remain in contact with each other. At any moment, you can choose to end one of the universes and keep the one you liked best. This happens automatically should a version of you die.

### **Preferential Treatment [300]**

Enables you to easily obtain local resources to deal with threats. If there's guns nearby and monsters attack, you'll be one of the people who gets their hands on them. If there's a rescue chopper evacuating people, you'll be there to get evacuated before it flies off.

Essentially, this ability enables you to skip to the front of the line if you will, letting you get things first and benefit before other people.

### **Love Finds A Way [400]**

You draw in and are drawn to people who will like you for who you are and who you will also like. This will result in a number of chance encounters as you form any sort of relationships you can imagine with the people you're best matched with.

You could meet someone in the grocery store and become friends for life, adopt a new puppy that loves you after answering an ad in the newspaper, or find love while on vacation when mutants attack. If there's anyone out there who is compatible with you, you're certain to find each other.

### **Waypoint [400]**

You're able to set a waypoint. This is a moment in time that you're able to return to. By focusing on your waypoint, you'll step backwards and return to the exact moment you set it, taking nothing from the future with you but your memories. You can choose for others to remember the previous timeline as well, at your discretion. Do you want your partner to remember, but no one else? Easily done.

### **Cheap Shot Protection [400]**

In case you find yourself in any situation where literal cheap chances can end you (and you'll always know when this occurs thanks to a diegetic warning), you will instead be given an opportunity to be able to do something about it to avoid taking damage.

Do be aware however, that if you botch (or fail) the timing or are unable to stop the eventual cause, you will still take damage. However, thanks to this...It will only ever drain you to your weakest operable state and never be the direct cause of your possible demise.

### **Two As One [400]**

Fight alongside a partner, and you can both work together to cover each other's weaknesses. The longer you work with them and the more intense action you survive, the faster the two of you will grow. Your skills and talents will bleed into each other, making both of you better and stronger as you learn each other's moves and improve as you go.

### **Stunt Driver [400]**

Vehicles you drive actively balance themselves to have less of a chance of flipping. Your reflexes are extra tight, and you can execute turns on a dime. You're able to push more speed out of any vehicle, when you really let loose.

This adds up to an extra 50 miles per hour to any vehicle's max speed, or doubles the maximum speed, choosing whichever option is faster. You instinctively know if you can perform any stunt or jump or not, and if you should even make the attempt.

In the event that you do crash, you and your passengers have protection and will be harmlessly flung or scattered and will land safely. Your vehicle receives a similar

level of protection, and unless it's been completely wrecked, you'll still be able to drive it. You can choose to share this ability with others if you'd rather be a passenger and let someone else drive.

### **Animal Commander [400]**

You have a natural empathy that helps you bond with animals. Once you have earned an animal's trust, you can command them to do things. They gain the intelligence to manage complex tasks and understand you. This will enable them to intuit what you want, even if it's a job you never had them do before, such as fighting enemies or smashing through a barrier.

### **Environment Adaptation [500]**

When pressure is on, you rise to the occasion and start to develop the skills and abilities you'll need to survive in your environment and against these opponents. The rate of growth is proportionate to the threat you're dealing with. If you were dropped in the middle of a monster outbreak, you could become a monster slayer. If you got plopped down on a pirate ship and were forced to be a pirate, you could become an excellent pirate.

### **Desperation Move [500]**

You're able to temporarily disregard your physical condition and have your body ignore its injuries to launch a series of powerful attacks that are far stronger than what you can usually output. This can also manifest as one final move that you pack all of your strength into. When this effect wears off, you'll need to recover for a while before using it again.

### **Final Boss Mechanics [600]**

Once per jump, upon activating this ability, you can select a target. You are now guaranteed to survive a battle against that target, twice. After the encounter where you lost, it'll be effortless for you to fake your death, and you will quickly return to full health. Each time you lose to them, you'll experience a rapid growth in strength that'll make you better than you were before.

If you succeed in defeating your target on your first, second, or third attempt, you're allowed to select another target. If you fail, this ability is locked until the next jump or 10 years since when you activated it have passed, whichever happens sooner.

### **Endless Paths [700, Can't Buy with Tourist Token]**

You're able to retroactively create new possibilities and avenues where previously none existed. Is there usually only one way off the island? When you use this ability, there's a second way. Was there only one group of scientists who could have fixed this mess, and the monsters got them? No, in fact, there's other people who could answer the call.

This power enables you to create branching paths that make use of probability and things that already exist in the setting. The more unlikely and outlandish something you want to come to pass is, the higher a chance it'll fail. In that case, this ability will give you the next best thing to what you wanted.

If there truly were no scientists left, then instead you'd be directed to materials you could use to teach someone else to fix the problem. Or learn to do it yourself if you're the best option or there's no one else.

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## **Vocational Souvenirs (Gear & Equipment)**

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.*

### **Vacation Camera [100]**

A special portable camera that will easily last for days upon days without having to be recharged. Though strangely, if you watch any of the footage you record, the battery in the corner will 'drain' the further you get done in completing a goal you may have, like getting to a heliport to get off an island.

This camera will also not break while in transit and will repel any gunk, grime, or dirt that may end up on. Oh, and it also can easily transfer any recordings to any storage medium that can hold the memory it'll take up.

### **Combat Oars and Maracas [100]**

A special set of two sturdy wooden oars and two pairs of equally sturdy maraca instruments, perfectly weighted and crafted to be used as melee weapons. In fact, the Oars are especially effective against especially large creatures that exist on both land and water.

As for the Maracas, they actually excel in damaging both flying creatures and giant insects. However, do be aware that both of these do have their respective melee ranges...

*(Well, unless you can find a way to make changes to account for that, as both the Oars and Maracas can easily be modified and customized as you see fit. Oh, and yes...These special items will never break being used as weapons, so swing and use them to your heart's content.)*

### **Precision Golf Clubs [200]**

A special set of resupplying luxurious metal golf clubs that are very effective as improv melee weapons, but also are equally strong in launching any projectiles sent flying by them.

In fact, you could slice a golf ball into a giant armored crustacean and outright pierce its shell like you were shooting a rifle bullet into it. And best of all, they are lightweight enough to be carried around if you need to lug them around in your travels.

*(These special golf clubs will also be open to any modifications and customizations, while also being perfectly legal to use on any official golf courses out there as well, if you wish to also use them to play golf.)*

### **Infinite Automatic Rifles/Water Guns [300]**

A special bundle of guns that resemble a pair of 'AK-Like Assault Rifles' with unlimited ammo, and a very odd set of toy-like water guns that fire similar projectiles to the rifles with their own unlimited ammo.

Both sets of 'guns' have low recoil and low weight, while having very fast and accurate fire rates. In other words, these would be perfect for shooting at giant mutant animals of all sizes if you need to defend yourself from them.

*(And yes, you can modify and customize them as you see fit. Though be aware that no one will pay any mind to the toy-like water guns as long as you don't bring any attention to them being actual weapons.)*

### **Auto-Life Bottle [300]**

A special glass bottle that passively collects energy from combat, gathering the most from doing spectacular feats and protecting others accompanying you. When the bottle is full, it will then send the energy to provide a strong healing method to help recover any damage you may have taken.

In case you don't need to be healed, it will automatically heal whoever is the most wounded and is within the effective range of the bottle's healing capability.

### **Inconspicuous Fruit Jars [300]**

A special set of large red Jar containers that always carry perfectly prepared and preserved bundles of fruits. If you happen to eat any of these from these jars, you will find it will restore a rather small chunk of your health.

And strangely, by taking this item, you'll find more of these large red jars out in the world in inconspicuous areas for you and your allies to make use of them if you can.

### **Conveniently Placed Transportation [400]**

This isn't a singular item. It's an effect that gifts you many items. Wherever you go, you'll find means of transportation and travel that you can easily access. If you were

deep in the jungle, you could happen upon an abandoned vehicle that still works. Near the beach, you could find a speed boat.

Every environment has something for you to use to get around fast, and you'll get a new one whenever you go somewhere else. You'll retroactively be seen as the owner of these items if anyone asks, and have the registration for them.

### **Adaptive Jeep & Scooter [500]**

A two-for-one deal that gets you a specially made touring jeep with seats in its flatbed back and an equally special two-seater scooter that can get to places where larger vehicles can't.

The special factor about these two vehicles is that their engines are improved to be very fast and efficient with their unlimited fuel tanks despite their appearances. Not to mention that both can work on multiple forms of terrain, no matter how rural or damaged the 'ground' is. And in case you want to, they can also be easily modified and customized as you see fit without hampering their performances...

...And as a special bonus to sweeten the deal, the two vehicles will repair themselves over time and be incredibly resistant to forms of damages caused by wildlife, monsters, or mutated creatures if they manage to hit them.

*(If either happens to be lost or destroyed, you will get a fresh intact copy of either vehicle in your Warehouse retaining your modifications in about a day's worth of time.)*

### **Protective Charm [600]**

A stringed set of three special blue spheres that look a bit shiny when under sunlight or moonlight. Wearing this on your person allows you to get a repelling effect that will be effective against all sorts of mutated animals and creatures, though particularly powerful ones can ignore the repeling effect...

...However, what these can also do is boost your offense and defensive capabilities against said hostile creatures. And if in a pinch, you can use one of the spheres in

the charm as special ammo to deliver an extremely devastating projectile that can outright kill the toughest and armored creatures out there if it strikes them.

And in case you use one of the said spheres, the remaining two will still offer the same benefits. And thankfully, the charm will replace any spent spheres with new ones in the span of a year.

*(If you do end up using all three, you will be unable to use the projectile effect, but the rest of the charm will still provide the offensive and defensive boosts as long as it remains in use.)*

### **Green Leaves Chemical Formula & Barrel [600]**

A special set of data that is focused on creating the chemical used to promote the regrowth of the environment as seen with the Island Of Spice. And besides this, you also get a fresh clean barrel of the restorative chemical in a regenerating barrel.

Of course, you can also get a special version of the formula and an additional barrel that contains the special mushroom that creates mutations in animals and plantlife. Though you can tell the two versions apart thanks to this version of the barrel being marked with rust and hazard warnings.

If you wish it so, you can have an “accident” mutate a portion of the flora and fauna within the setting mutate into monstrous versions of themselves, becoming commonplace. There will also be exceptional people who rise to the occasion to fight the mutants, standing far above the average inhabitant of the world.

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## **Vacation Group Options (Companions)**

*Companions can purchase more companions.*

### **Additional Passports (Import) [200-300]**

You can bring along 8 companions for 200 VP. They will each individually get 600 VP to spend for themselves or instead receive 4 Tourist Tokens for Perks.



### **Complications Everywhere [+100]**

Evacuating a dangerous place is more difficult than it has to be, with you experiencing at least two major roadblocks in escaping before you're allowed to get away. Any attempts to escape before then are doomed to failure.

### **Slingshot User [+200]**

You'll experience two notable moments in this jump where you lose access to your guns and will be forced to use primitive weapons to fight for a while before eventually getting your weapons back.

### **Monster Magnet [+200]**

Enemies are attracted to you, specifically, and will come from miles to confront you. If something would attempt to harm you if it were in front of you, and it exists within a 5-mile radius, it'll know your exact location at all times and will come for you.

### **Animals In Peril [+300]**

You frequently come across animals that will be doomed without your intervention. It will require you to go out of your way to help them. Succeeding will have the animal give you help in a time of need at some point in the future. Failing means you miss out on this advantage.

### **Recurring Boss Battle [+300]**

An enemy you face early on in the jump will seem to have been dead, only to return to fight you again. During that battle, it'll seem as if they've been vanquished. They'll then return one more time for a final confrontation, stronger than they were before.

### **Shared Experience [+300]**

Every enemy you vanquish has their memories and experiences recorded. When someone or something becomes your enemy, they gain access to the collected memories of your previous foes. This gives them a much better idea of how to fight you, which only compounds as you slay more and more of your attackers.

### **Clever Girls [+400]**

Every opponent you face that is below human level intelligence is now upgraded to have the intelligence of the average adult, school educated human. They're able to

think, reason, plan, and cooperate to achieve a shared goal. While retaining their wild instincts.

### **Carrier Zero [+400]**

Your presence causes animals and plants to mutate and attack people. The longer you stay in an area, the more saturated it becomes and the more powerful the mutants get. You are not immune to being attacked by mutants, and they don't obey you.

There are scientists in this world who can create a cure for you. Your goal is to find them within a year, before the mutation effect begins to spread to humans. If it does so, you will never be infected, but anyone you spend time around or who lingers in areas you've passed through is at risk.

### **Bad Endings Abound [+500]**

Failing at something has a major negative effect on the world and the people around you. Did you fail to shoot all of the spiders that were attacking you and some got too close? A teammate of yours could get overrun by spiders even if normally he'd be fine.

Did you fail to finish off the giant monster in the boss battle at the end of the confrontation as you escaped the island? Sorry, turns out the infection can spread to humans and humanity is probably doomed.

The more spectacular the failure, and the more important it was that you succeed, the greater the implications for you and the rest of the world.

### **Outsider Vacation Lock [+600]**

You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

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## **Vacation Experience (End Results)**

*So with your trip here over, what will you pursue next?*

**Back To Work (Next Jump)**

**Another Vacation (Stay)**

**Homeward Departure (Home)**

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## **Change Log**

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