Generic ~~Bears~~ Ferret Jump

Version 1.0
By ~~Ursine the Mad Bear~~ Some Random Ferret

Congratulations!!! Your fondest dreams have come true! That's right! You are finally going to get to be a ~~bear~~ ferret! For the next five years, you will live as a ~~bear~~ ferret, with all the joys and struggles that any ~~bear~~ ferret must face. I know, you never really believed this day would come, but what can I say? I couldn't resist seeing that look of joy on your faces.
So, take these **+1000 Choice Points**, and go have all the fun you can ~~bear~~ ferret to have!
PS: This is totally an original jump and not stolen in any way.

AGE AND GENDER

You are an adult ~~bear~~ ferret of your particular species, with your choice of gender as long as it exists in that species.

LOCATION

The nature of your starting location is dictated by your Origin, but any further details are your choice.

ORIGIN

Now we need to determine, not what kind of ~~bear~~ ferret you are, but what kind of life and background you lived through as a ~~bear~~ ferret. No matter what you choose, you have the basic instincts of a ~~bear~~ ferret to fall back on.

Wild ~~Bear~~ Ferret

You live free in the wilderness, the way ~~bears~~ ferrets were meant to live. You live in a region that your species is native to.

Circus ~~Bear~~ Ferret

You were raised in a circus, being trained to be a performer. Forget the clowns, everybody loves the ~~bears~~ ferrets.

Zoo ~~Bear~~ Ferret

You were born and raised in a zoo. You are not tamed or trained, but you are also not free, and you are used to being around humans.

Hollywood ~~Bear~~ Ferret

You were raised to perform, not in front of crowds, but in front of cameras. You are a major talent in the movie or TV industry, or both.

SPECIES

You can be whatever species of ~~bear~~ ferret that you choose. Your starting location will adjust for this. If you choose an extinct species such as the ~~short-faced bear~~ prehistoric dire ferret, you will have to explain how it is that you exist. This obviously becomes an Alt-form after this Jump.

PERKS

What amazing abilities and advantages do you ~~bear~~ ferret? Bare your soul and tell us. I can barely ~~bear~~ ferret the anticipation. The ~~bear~~ ferret puns sure are a whole lot of fun, aren't they? Just have you rolling on the floor, don't they?

General

Breeding Program (Free or 50cp)

Many species of ~~bears~~ ferrets are endangered, and because of that, there are ongoing attempts to breed more of them. To avoid any issues with that, you now have the ability to impregnate any creature that is capable of getting pregnant with just a touch. You can also decide how much of your abilities pass on to your offspring, varying from just the basic DNA of your present form, all the way to giving them copies of all your abilities, alt-forms and perks. This is free for this Jump, but you have to pay 50cp to keep it.

Black, White, And Asian (50cp)

Just like the beloved panda (it's a type of ferret! Look it up!), no one seems to be bothered by your differences. People will accept you, even when you do not fit into the local culture. Also, your unusual powers, skills and possessions will not be a cause for alarm. People will react to what you use your abilities for, not just to the fact that you have them or what you look like, no matter how monstrous.

Nothing As Sexy As A ~~Bear~~ Ferret (100cp)

Let's face it, ~~bears~~ ferrets are just damn good-looking. So ~~big~~ small and fuzzy, even the ugly ones manage to be adorable. Now, this will apply to you no matter what form you are in. You will be as good-looking as it is possible for a member of your species to be, with equally as perfect a voice, personal scent, posture and gait, with all the specifics being determined by you.
This will also keep you clean and smelling good, and you will naturally maintain a high level of physical fitness, even without exercise and no matter what you eat, as long as you eat enough to avoid starvation.

Sir ~~Bear~~Ferretington (200cp)

There seems to be some confusion about who, or rather, what you are. Are you really a ~~bear~~ ferret or are you a fuzzy human? Now people will see you as whichever of these, or any other alt-form you might possess, is most advantageous to you, regardless of which form you are actually using. In addition, you can use any abilities or features of any of your forms, even fully merging them together if you choose. Finally, people will ignore minor issues with any form of disguise or alternate identity that you might happen to be using.

SB ~~Bear~~ Ferret (200cp)

So, you want to follow in the footsteps of the mighty ~~Ursine~~ SJ-Chan?! Excellent choice! You now have the ability to mentally access the Internet, or any other computer networks, as long as some kind of connection or node is nearby. You can also function as if you were anthropomorphized without changing your appearance. This means that you can speak, walk upright, use your paws as hands, wear clothing or armor, and otherwise function as a human, even if your current form is a completely normal ~~bear~~ ferret or otherwise inhuman.

Wild ~~Bear~~ Ferret

Born to Be Wild (100cp, Free for Wild ~~Bear~~ Ferret)
You have the skills needed to survive and possibly thrive in any environment that is not innately fatal to you. While proper equipment and supplies will make this easier, they are not necessary, as you are quite skilled in improvisation and hand-crafting basic tools.

Death Dealing Machine Of Ultra-Violence (200cp, Discounted for Wild ~~Bear~~ Ferret)
Like any other ~~bear~~ ferret, you are capable of truly awe-inspiring acts of destruction and mayhem. Your instinctive skills at combat are a match for the most highly-trained warriors in the world. You are effectively impossible to fool in battle, and never freeze or hesitate due to fear. You are also impossible to catch off-guard, always somehow knowing when an attack is coming.

Guardian of the Wild (400cp, Discounted for Wild ~~Bear~~ Ferret)
Only you can prevent wildfires. In fact, just your presence seems to get the job done. Any area you are in will find itself protected from natural or accidental disasters. In addition, your environment will clean and repair itself, eliminating pollution and waste and restoring itself to a pristine condition over time. Only deliberate attacks will harm your home region, and even these will be considerably less damaging than they otherwise would be.

Circus ~~Bear~~ Ferret

~~Bear~~ Ferret Acrobatics (100cp, Free for Circus ~~Bear~~ Ferret)
You are highly trained in all the skills used in circus performances, such as acrobatics, trapeze work, clowning, knife throwing, or riding a unicycle while juggling flaming torches. You are one of the best in the world in literally every skill needed to perform in or run a world-class circus.

Never A Dull Moment (200cp, Discounted for Circus ~~Bear~~ Ferret)
You are a natural performer, easily able to captivate an audience, no matter what your performance actually is. You are perfectly at home on a stage or under a spotlight. In fact, you are so used to having an audience that you are actually better when someone is watching, performing at more than twice your normal levels. You also have excellent potential in any form of performing arts.

In The Center Ring (400cp, Discounted for Circus ~~Bear~~ Ferret)
Live performances don't allow for second chances. You have to get it right, every single time. A lifetime of experience has taught you to meet this demand. You can perform at the peak of your ability, every single time, without fail. You also don't have to be concerned with bad luck, being immune to misfortune that is not caused by deliberate malicious action.

Zoo ~~Bear~~ Ferret

Fascinating To Watch (100cp, Free for Zoo ~~Bear~~ Ferret)
You just naturally attract attention from everyone around you. Even if you are just lying around, basking in the warm sunlight, people will still be fascinated by you, willing to watch you for hours on end. Of course, if you want to put on a show, you will be even more interesting and entertaining to watch. You are also immune to boredom, which helps when you live in a relatively small cage.

Escape Artist (200cp, Discounted for Zoo ~~Bear~~ Ferret)
As much as you enjoy your life of leisure, the fact remains that you are in a cage. So, every now and then, you feel the need to step out for a brief constitutional. To facilitate that, you have become a master of escape, in all its forms. In fact, you are impossible to keep contained or restrained if you choose not to be.

Well Cared For (400cp, Discounted for Zoo ~~Bear~~ Ferret)
Zoos are very careful to keep their residents in the very best health possible, and of course, you are no exception. You are immune to disease, infection, poisons and toxins. Also, thanks to this exceptional care, you never need to worry about becoming less healthy or fit. Your body, mind, skills and abilities will never be reduced by time or disuse, always staying as sharp as they ever were. You will age gracefully, living out your full lifespan while remaining as active and capable as when you were young.

Hollywood ~~Bear~~ Ferret

The Greatest ~~Bear~~ Ferret Actor In The World (100cp or 50cp, Free for Hollywood ~~Bear~~ Ferret)
You are simply the most talented ~~bear~~ ferret that Hollywood has ever seen. And since, as everyone knows, ~~bears~~ ferrets are by far the most talented creatures that ever lived, that makes you the absolute best in the world. You can select this perk multiple times, with subsequent purchases costing 50cp for all Origins and applying to a creative or artistic activity of your choice.

Choreographed Mauling (200cp, Discounted for Hollywood ~~Bear~~ Ferret)
Lets face it, most ~~bear~~ ferret roles include at least one action scene. For some reason, they just never seem to get cast for the rom-coms. That means that, in order to be successful in Hollywood, a ~~bear~~ ferret must be able to make it look like they are hurting someone, without actually harming them.
You have truly mastered this skill, able to dial the offensive ability of any attack you make from full power down to completely harmless or anywhere in between, or even to make your attacks just as powerful but strictly non-lethal.
You also have a fair amount of training in a martial art of your choice, and the ability to adapt any of your fighting styles for use in any form you might happen to be in, or even to adapt them to use in power armor or vehicles.

Shooting Schedule (400cp, Discounted for Hollywood ~~Bear~~ Ferret)
Movies and television shows take a long time to make, and no director wants to be behind schedule because a ~~bear~~ ferret can't remember what he is supposed to do or when. Because of that, you have developed the ability to learn new tricks and stunts in far less time. In fact, you can learn or train at five times the rate you otherwise would be able to.

ITEMS

You can import similar items into any of these at no additional cost. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. You have a +200cp stipend to spend in this section.

~~Bear~~ Ferret Necessities (Free or 50cp or 100cp or 200cp)

You have the basics that you need to live a comfortable life. In this jump, this will ensure you have shelter and available food and water, though you may need to hunt or gather it yourself, depending on where and how you live.

If you want to keep this in future jumps, 50cp means you will have a home, a vehicle, all expected sundries and an income sufficient to live a comfortable, upper-middle class existence. This income is legal, with all taxes and documentation dealt with, and can be converted into an equal amount of any currency you have encountered. Any other form of income can be added to this and receives the same advantages, and you can summon as much of your personal wealth to you as you desire, any time you desire.

For 100cp, you will have a yearly income equal to that of the richest individual in the setting, with all aforementioned advantages and protections. Your home, vehicle and other possessions granted by this item will be enhanced appropriately as well.

For 200cp, you have infinite wealth, with all aforementioned advantages and protections and your possessions being as good as you choose to make them, limited only by what exists in the setting.

The Right To ~~Bear~~ Ferret Arms (50cp)

You are fully licensed to legally own, buy, sell, possess, and carry, either openly or concealed, any firearms, explosives, blades, and other weapons or military equipment that you want. You can also have any form of clothing or armor that you own made sleeveless, without disrupting or reducing any benefits or protective qualities it might otherwise possess.

Coca-Cola (50cp)

You can summon delicious, refreshing, icy cold Coca-Cola in classic glass bottles at will. These bottles are indestructible, and the soda stays perfect, no matter how they are dropped or knocked around, as long as you do not try to use them as a weapon or armor.

Honey (50cp)

You have an unlimited supply of honey, of all varieties you have encountered. You can summon a honey pot or a honeycomb to enjoy whenever you choose. The cool thing about honey? It has a virtually indefinite shelf life; no joke, they found some 3,000 year old honey in the Egyptian Pyramids that was still good.

Picnic Baskets (50cp)
You can, at will, summon up a normal-sized picnic basket, containing sufficient food, drink and needed utensils to feed six people a large and delicious picnic lunch.

~~Bears~~ Ferrets (50cp)
You have a ~~bear~~ ferret friend. It is highly intelligent, for a ~~bear~~ ferret, and both loyal and obedient. You can choose what species of ~~bear~~ ferret it is, and you will have everything needed to legally own a ~~bear~~ ferret , as well as an unlimited supply of Purina ~~Bear~~ Ferret Chow and a decent number of ~~bear~~ ferret toys. You can purchase this multiple times, and all your ~~bears~~ ferrets will get along with each other. These ~~bears~~ ferrets can be trained to be ridden safely for both ~~bear~~ ferret and rider.

Perfect Den (100cp)
Your den, or other home, is perfect for you. It is as comfortable as any home could be, always having the best temperature and lighting, expanding (internally) to hold additional family or guests, and is always fully and properly supplied. This home supplies its own power, water, and other utilities. It also is fully stocked on groceries and sundries, any bills or taxes are always paid, and this home will never be targeted randomly. Unless someone is deliberately attacking you, and has tracked you back to this home, nothing bad will happen to this home. These upgrades apply to any home you own.

Salmon Creek (100cp)
You own a large creek that always seems to be in the middle of a salmon run. It is set in a beautiful forest clearing, and makes for an amazing place to camp or even build a permanent home. This can either be placed in an appropriate location, which you will own, or you can keep it as a Warehouse attachment.

The Sea ~~Duck~~ Penguin (100cp)
This is a large ~~yellow sea plane~~ hot air balloon, once flown by ~~Baloo~~ Pantalalaimon and owned by ~~Higher for Hire~~ Lee Scorsbee. It is highly modified to make it much faster and more maneuverable than it has any right to be, and can carry up to four tons of cargo in its hold.

The ~~Bears~~ Ferrets (200cp)
You own the ~~Bears~~ Ferrets, as in, the NFL team (there could be one… you don't know!). This team will run itself, earning you a good income, and will always be in at least the top ten teams in the NFL. In any jump that does not contain the NFL but does have some form of organized sports, you will own a team called the ~~Bears~~ Ferrets, which will always be in at least the top ten teams.

Den (200cp, Discounted for Wild ~~Bear~~ Ferret)
You own a large cave, well-suited to be a ~~bear's~~ ferret's den, and the surrounding area, of whatever environment is appropriate for a ~~bear~~ ferret of your species.

CIrcus (200cp, Discounted for Circus ~~Bear~~ Ferret)
You own a large, successful circus that is well-known for its amazing ~~bear~~ ferret performances. This circus will run itself, and will earn you a decent income.

Zoo (200cp, Discounted for Zoo ~~Bear~~ Ferret)
You own a large zoo, with an especially large and luxurious set of ~~bear~~ ferret habitats. This zoo will run itself, and earn you a decent income. The zoo contains a full complement of animals, even if the ~~bears~~ ferrets are obviously the biggest draw.

Studio (200cp, Discounted for Hollywood ~~Bear~~ Ferret)
You own a large production studio that can make movies, TV, or both. This studio will run itself, and earn you a substantial income. One of the studio's properties is a series of heartwarming family films featuring an incredibly intelligent ~~bear~~ ferret.

COMPANIONS

You can import as many Companions as you are willing to pay for. Companions can take Drawbacks that directly affect them, but not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a 1:2 ratio.

Import (50cp for 1, 200cp for 8)
You can import existing Companions. They get an Origin and a Species with all freebies and discounts, along with **+600cp** to spend.

Celebrity ~~Bears~~ Ferrets (100cp)
You can recruit an existing ~~bear~~ ferret as a Companion, such as ~~Baloo~~ Kodo or ~~Winnie~~ Podo. They will have whatever abilities they had in their original world.

DRAWBACKS

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward.

Jungle Book (+0cp)
This jump is now a Disney-style musical. Everyone will be bursting into song on a regular basis, and no one will find this odd. This does not come with any talent for singing or dancing, though you will know the words at least.

Extended Stay (+100cp)
Your time in this jump will be extended by five additional years. You may select this Drawback multiple times. Be careful, ~~bears~~ ferrets don't live as long as humans, and you can easily die of old age if you take this too many times.

The Honey Trap (+100cp)
No, this isn't some pun about sex, you are literally stuck with some part of you in a honey pot. It'll be quite troublesome to get yourself out of, and even if you eventually do manage it, you'll somehow get yourself caught in another one somewhere down the line. It goes without saying that the other ~~bears~~ ferrets will find your humiliation quite funny.

Park Ranger (+100cp)
It appears that you've somehow got this enterprising young Park Ranger on your tail, who'll somehow always manage to catch you doing things you really shouldn't be doing…like relieving those ungrateful campers of their picnic baskets. Even if you were to take a swipe at his annoying presence, he'll always come out of the confrontation with nary a problem.

Hibernation (+200cp)
Technically, ~~bears~~ ferrets do not hibernate, as they do remain somewhat active during the winter. With this drawback however, you'll find that you are far more lethargic during the colder seasons (meaning that if you were to migrate south, it'll still be a problem).

Wolverine (+200cp or +400cp)
It appears that one of your neighbors is a grouchy wolverine, one who will not hesitate to eff you up should the need arise. He'll tolerate you so long as you stay out of his way, but the moment you step out of line (whatever that means with him), he'll be coming straight for you.
That is, unless you decide that you're some kinda masochist and opt for an additional +200cp, in which case he'll be out for blood. In this state, he's guaranteed the ability to be capable of matching you physically, blow for blow, no matter what you've squirrelled away.

~~Bears~~ Ferrets Are (not) Solitary Creatures (+200cp or +300cp)
Your Companions cannot join you in this Jump, instead being held in stasis for the duration. For an additional +100cp, you also cannot purchase or recruit any Companions from this world, and will not have any close friends or other relationships while here.

Just A ~~Bear~~ Ferret (+300cp)
You do not have access to any out-of-jump abilities while you are here, being reduced to your Body Mod. This includes losing access to the Warehouse.

Not Even A ~~Bear~~ Ferret (+300cp)
You are not a ~~bear~~ ferret, just a damned ~~koala~~ red panda. Because of that, you do not receive any of your perks or items from this Jump until after it ends. You can choose a real ~~bear~~ ferret Alt-form after the Jump, or keep your ~~Koala~~ Red Panda form if you are some kind of sick deviant.

Teddy ~~Bear~~ Ferret (+400cp)
You are not a live ~~bear~~ ferret, but a stuffed toy. You will spend your entire time in this Jump as a toy; able to see, hear and feel, but not to move or communicate or otherwise affect the world in any way. Luckily for you, toys can't die, so you don't have to worry about failing your chain, even if you get torn to small pieces or eaten by an animal.

FINAL CHOICES

While I am sure that being a ~~bear~~ ferret is the fulfillment of everything you ever wanted, tradition dictates that I present you with these three options: First, you can Go Home, which returns you to your original world, at any time and place you choose. Second, you can Stay Here, and continue living the furry life. And finally, you can Continue Jumping, which moves you on to your next Jump. No matter what you choose, all Drawbacks go away, and you get a big hearty ~~bear~~ ferret hug from me, ~~Ursine~~ Some Random Ferret, just to make your day brighter.

NOTES

Notes

You should take note that it is notable that I do not have any notes to note in this note section.
Note.

CHANGE LOG

Version 1.0

~~Created~~ Stole the document.