Migration Jump

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This movie deals with the journey of a Mallard family from their pond in America to Jamaica.

For the duration of this jump you're a bird with human level (unless you have intelligence perks or something, that's the baseline intelligence you'd have) intelligence. By default you'd be a Mallard but you can be any other type of flight capable bird like a Pigeon or a Macaw. You can even be a Penguin or other land bound bird if you want. You get a normal human lifespan so you won't die due to old age during your stay here.

Have these 1000 Migration Points (MP) to spend on the doc. There aren't any origins but you get three discounts per price tier, except the 600 MP things, you get two discounts there.

Perks:

Do it in the sky (Free): You don't get uncomfortable with doing bird things as a bird or have body dysphoria. This will help you out even if you're some other animal or being other than your default form in future jumps.

Nice feathers (100 MP): Obligatory beauty perk. That's it. You're pretty pretty. A 10/10 in whatever way you prefer.

Generational xerox (100 MP): Your kids look just like you or the wife, that's about it.

Final check (100 MP): Before starting any task, you remember everything you need to do it. No last minute surprises.

Nice catch (100 MP): You're an expert hunter, your reflexes are optimised enough to catch your prey (any fish, birds, insects, etc) instantly.

Sweet duckling (100 MP): You're the sweetest there is. This doesn't change your personality much but makes you kinder and more considerate of others. You also give wonderful hugs as a side effect.

I'm the leader (200 MP): You have enough knowledge and skills to run a successful gang, you also have a knack for forming connections with others, so with a short amount of time and effort, you'd know a guy who knows a guy who works for another guy who'll do something for you for a price.

50-50, 63-27 (200 MP): You're really good at negotiations, you've the right amount of skill, charm and wit to make someone reach an agreement with you with the deal in your favour

almost every time. You'd need some practice to be the best negotiator there is, but this perk is a good starting point.

It's gonna be alright (200 MP): You've an endless amount of optimism that can't be brought down, no matter what kind of troubles you face in life.

Storytime (200 MP): You can teach anyone a moral in the form of a story. They tend to ingrain that lesson without fail most of the time, unless the moral is absolutely against their personality, in which case they tend to forget the moral eventually (within days to months depending on how against it they are).

I bring the prey back home (200 MP) : Like Erin, you're an expert at scaring people, intentionally or unintentionally. You can choose if you want to do it unintentionally or not.

Bird chef (200 MP): You monster, you're an expert at cooking all kinds of birds and get 100% nutrition and taste out of them.

Salsa Tuesdays (200 MP): You've amazing natural talent at dancing, able to do it like a pro even though you don't even know what dancing is. Additionally, all physical activities can be improved by adding some dance to it.

You really need to open your eyes (400 MP): Your communication skills are great enough to make someone deeply introspect about their life with only a few spoken words or have them understand your problems and your point of view. Basically you're an expert at giving armor piercing questions or rousing speeches.

Pretty please (400 MP): You've the ability to make yourself look incredibly cute or adorable to make people do minor things for you or let you get away with minor indiscretions (like giving you an extra cookie daily or forgiving you for playing pranks on them). Once per target per year you can make someone do something as long as the request doesn't lead to death or any kind of permanent harm to the person you're requesting.

This is about adventure (400 MP): Adventure awaits you, anywhere you go, there's something interesting to do. Even if you stay in the same town, there's bound to be something that'll get rid of boredom. No matter how many years and settings you jump through, there would be something new to experience. You can tone down or dial up the amount of adventure or may even toggle this perk altogether.

Roadkill (400 MP): Not yet, you can take blows that kill someone of your size a dozen times over and stay alive and uninjured. You also heal faster.

Sneaky beak (400 MP): A lifetime of sneaking around from predators made you something of a ninja. You are surprisingly good at hiding, you don't make noises unless you want to and can stay hidden and unnoticed even in a crowd.

One heck of a bird (400 MP): Any acts of bravery or heroism you do tend to grant you a huge amount of fame and goodwill from the people. It's also a lot harder to lose that goodwill, you need to commit truly horrific acts to lose your fame and gain infamy.

Just in time (600 MP): Whenever you're in for an ass-whooping of a lifetime or are going to die, someone would come and save you. Feels underwhelming? Fine, you can also use this to save your friends or family from getting beat up or killed by arriving just in time.

I'm Free!! (600 MP): Nothing can imprison you for long, you'll always find a way to escape anything within a day or two. Faster if you fight back against it. Any curse or transformation or anything that restricts your freedom will be removed in a day or two. This also makes people more inclined to imprison you instead of going straight for the kill.

Improviser (600 MP): Improvise using stuff you've on hand, the closer the thing you're substituting to the original, the better. Which means, a griffon feather in place of a phoenix feather would work but it'd be 90% as effective as a phoenix feather but a chicken feather would give you a result that's around 10% of the real deal. Once per year, when you really need to do something you'd find substitutes that are best suited to do it and the results aren't less than those you'd get with the original ingredients.

Items:

There aren't that many items on offer, so you get two discounts and the discounted item is free.

Nightlamps by firefly (100 MP): Your home, lit by fireflies. A home big enough to fit a family of four birds, it's basically something that mimics a human house but with natural equivalents, no matter how impossible it is. Just don't look too deeply into the concept. In future settings, it becomes bigger to fit in your current origin and form.

Lake Paradise (100 MP): A pond as big as Moosehead pond, it's extremely comfortable for anyone staying in it and has all kinds of food and materials a bird like you needs.

Bird farm (100 MP): A farm with a dedicated area for raising chicken or ducks. Has all kinds of comforts a bird needs, including a waterslide.

Hotel Duck à l'orange (100 MP): A hotel that specialises in meat dishes, particularly those of birds. You monster, I don't know how you can sleep at night.

Companions:

You can import or create 8 companions who get 600 MP each. They can’t get any drawbacks that don't affect them directly. Optionally, you can import all your remaining companions (except the 8) but they don't get any MP, except for a bird form of their own, the free perk and any two 100 MP perks of their choice.

Other half (Free/Optional): Your wife/husband/whatever. Equal and opposite in personality to you but rather than being annoying, their personality and behaviour is complementary to you. They get 800 MP to spend on the doc and they can get any drawback they want as long as the drawback only affects them.

Crazy uncle (Free/Optional): Or aunt. A kooky weirdo but they have their good days where they share their wisdom with you, somehow it always fits the situation at hand and helps you make the best decision.

The flock (100 MP): A group of around three dozen birds with human-like intelligence that follow your lead, they're of the same race as you and think of you as their leader. Post jump they get a human altform and each of them has the ‘do it in the sky’ perk. They count as followers unless you import them as companions in future jumps. They count as one companion for imports and the perks or items you buy for them gets shared between them.

Drawbacks:

Early exit toggle (+0 MP): Leave immediately after the movie ends. Halves the amount of MP you get from drawbacks.

Extended duration (+100 MP): Extend your stay by five years each time you take this drawback. This can be taken multiple times but only gives points for the first six times.

Birb (+200 MP): Usually you can shift into your other altforms but now you're locked as a bird for the duration of your stay here.

Bad sense of direction (+200 MP): You've a horrible sense of direction, you won't be migrating from your pond for sure, unless you stick close to someone else.

Tiny/old (+200 MP): You're too young or too old. So you can't fly or run away from trouble.

Broken wings (+200 MP): You have a damaged wing or foot or an eye, causing you huge problems in daily life. It can't be fixed in any way for the duration of your stay here. This can be taken multiple times for a maximum of 6 times.

Lockdown (+200 MP): You don't have access to your out of jump powers or items or companions. Can be taken a maximum of three times to lose access to all three.

Worrywart (+300 MP): You're afraid of everything and don't take any risks, like Mack at the start of the movie.

Adventurer (+300 MP): You're unafraid of anything and take too many risks, like Pam at the start of the movie.

Flying rats (+300 MP): You're being chased by a gang of pigeons, defeat them and even more would come. They would do their best to annoy you.

Birdbrain (+300 MP): You're about as intelligent as a bird. Once the jump duration ends, this drawback would be lifted before you make the decision to stay or go home or move on.

Jamaica, I miss you (+300 MP): You've depression mon. This will make your stay miserable. With enough effort and help you can get rid of this depression but it's always present in the background like a slippery slope.

Caged bird (+300 MP): You're a pet bird and you'll stay inside your owner's home or farm for the duration of your stay here, they aren't a bad sort but even the most beautiful cage is at the end of the day, a cage.

Chef's special (+300 MP/ +600 MP): The chef wants to cook you now, don't underestimate this dude, he has considerable resources and arrogance to do all he can to catch you. If you decisively defeat him, a new chef will try to catch you six months later. For 300 MP more, most of the rich and ruthless people in the world get the information that cooking and eating you would grant them the jumpchain. This may not be the truth but it won't stop them from doing their best to hunt you down and cook you.

Notes:

Nothing much to say, saw that the movie is being removed from Netflix, watched it and made the jump.

Here's a summary of the plot:
https://en.wikipedia.org/wiki/Migration_(2023_film)

Generational xerox perk: When I made this perk, I didn't know male and female mallards look differently. But I kept the perk anyway because I liked it.

Pretty please is pretty busted, you are basically something of an extremely adorable child when you're using that perk so you'd get things like free food, people not minding your rudeness, etc; but the main benefit is the once per person rule that lets you do almost anything.

Bird chef and hotel items are because I wanted to add something inspired by humans but they don't even speak in the movie, except for that one song the lady sings at the restaurant. The perk and item calling you a monster is me joking around.