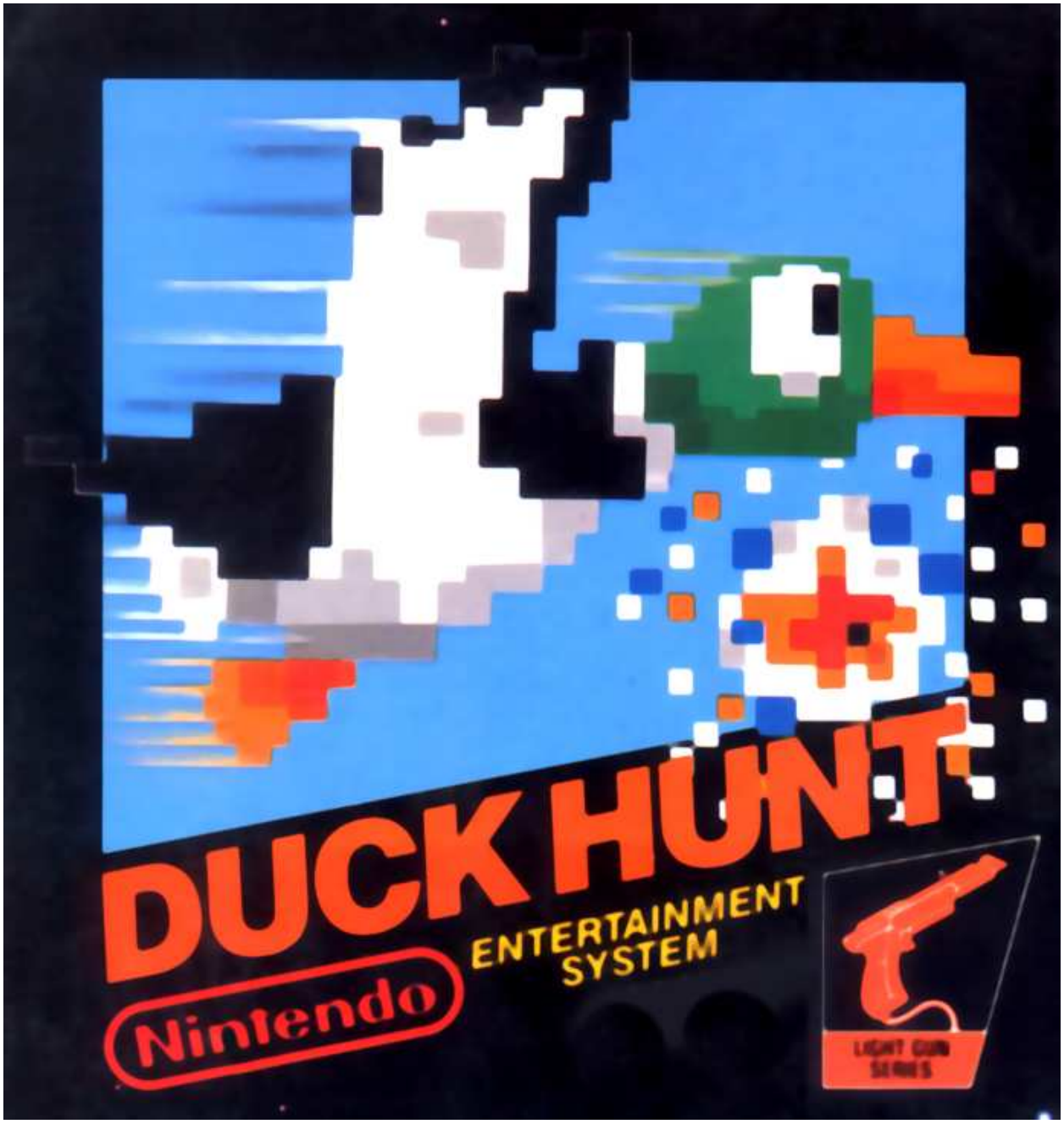

DUCK HUNT
Nintendo
ENTERTAINMENT SYSTEM

Duck Hunt 1.0 By Burkess

Welcome to Duck Hunt. You hunt ducks here with the help of a dog. You can also do some clay shooting.

You'll need these.

1000 Duck Points.

Locations:

1. Anywhere on Earth
2. Duck Hunting Spot

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Duck Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an <u>additive bonus.</u>

Animal Species Option: Grants you the form of an animal with the ability to manipulate tools using whatever counts as your hands and feet.

Career: Each purchase gives you 10 years of experience in any career of your choice, with updating credentials for it in each setting you visit.

Two Ducks: When you're going to have an encounter of some kind, you can use this ability. It retroactively creates a second person. If you'd normally have found just one duck, there will now be two ducks. If you were to encounter one boss, he now has a twin sibling who has the same abilities and goals.

Pro Hunter: You're a crack shot who can always hit your target if they're within the range of your weapon. They can attempt to block or dodge your shots, but you won't fail to hit from lack of skill.

Hunter Study: The more you study your prey, the easier it is to hunt them and the faster you'll find them when looking for them. You start off being very knowledgeable about ducks and can guess where they'll be with great accuracy.

Wilderness Survival Expert: You're an expert at wilderness survival. You could survive by yourself in the wilderness for a year with just a handful of tools and thrive. You gain an encyclopedic knowledge of what plants are good to eat, how to build shelters using local resources and survival tactics that fit the environment. Updates in each setting to give you more knowledge.

No Friendly Fire: You instinctively will not take an action if your action would directly or indirectly harm someone you don't intend it to. For example, you'd know not to fire a weapon, even if you didn't know that the reason is that there's people nearby that you didn't know about who could get hit. Can be shared with your allies.

Long Lived Pets: You can extend the lifespan of anyone you touch to equal your own.

White Flashes: You know when you've defeated or incapacitated a target or opponent. If they're down for the count, you'll get feedback that says so.

Scatter!: Can trigger a primal fear response in others that makes them want to scatter and flee. Most effective when used suddenly.

Conflict Resolution: You can always find the best words to explain how and why you don't like a behavior someone is doing without making them feel as if they're being judged or blamed.

Too Valuable To Fire: You gain significant leeway for obnoxious and bad behavior, directly proportionate to how useful you are and how difficult it would be to replace you. Other people will put up with you to a point if you're also helpful. You know precisely where the line is drawn and what will have people decide you're not worth the effort.

Did I Go Too Far?: You know if you've hurt someone's feelings, even if they show no signs of this and don't tell you about it. You'll also know how best you can make amends.

Annoying Laugh: For any person, and at every moment, you always know the most annoying, irritating or disruptive thing you can do to get under their skin.

Scent Of Prey: Like a hound, you have an advanced sense of smell that allows you to pick up scents from weeks ago. You can track and remember targets based on their scents, and your nose is adapted to smell pheromones and the scents of emotions.

Erased Presence: At will, you can erase your presence. You don't have a scent, your footsteps make no noise, and your body doesn't leak any heat.

Point Blank Bonus: Grants supernatural accuracy and firing speed the closer you are to your target.

Long Shot: Increases the range of any projectile weapon or attack you use by 50%.

Fragmented Shot: At will, you can cause your projectile attacks to split into multiple segments that fly in different directions.

Animal Trainer: Ability to train animals. The definition of animal is any living organism. They become more skilled and talented as you work with them, and you can teach them to become smarter, up to your level of intelligence. This ability can be passed down to your students, and down to their students, and so on.

Personal Growth: Every time you make a mistake, it's highlighted in your mind. The next time you attempt a similar task, you gain more skill to help avoid that mistake. You gain continuous skill boosts when you surpass your previous performance and improve yourself at things you previously failed at.

All Speak: If something is alive or intelligent, you can speak to it and be understood by it.

Hidden In The Grass: You can cause tall grass to sprout from nearby surfaces and hide within it. The grass isn't disturbed by your passage through it. You get feedback from your grass when it's touched and know the location of anything inside the grass.

Duck And Dog Combination: You have a unique form of fighting that involves operating in tandem with partner(s) and synergizing their abilities with your own. It enables you and your team to operate as a single unit, far greater than what you could be if you were apart. Currently, you know how to do this with ducks and dogs, but you can train, so you can do it with anyone.

Items:

Your Dog: Free! This is your pet dog. It feeds on the misery and pain of others and laughs. Also, a great tracker and hunter. Can fight really well too. Is as smart as a human.

Your Duck: Free! This is a duck. It's as smart as a human. It can lift a person's weight and fly while gripping onto someone. A very talented fighter.

Zapper: Free! A Nintendo Zapper. This functions like a real gun if you want it to. You can dial down the lethality so that it only stuns your targets.

Launchers: These launchers enable you to load things and fire them into the air, so you can shoot them. Each launcher can hold over 500 pounds worth of stuff, letting you get creative.

Dog Kennel: This kennel frequently spawns highly intelligent warrior hunting dogs. Good for fighting and helping you hunt ducks.

Duck Food: Placing this duck food down spawns flocks of highly intelligent ducks in the area. They'll continue to persist and spread across the setting. This happens faster if you keep placing down food for them.

First Aid Kit: An infinitely refilling first aid kit.

Survival Bag: It's got a week's worth of rations for two people, clean drinking water, and emergency supplies to call for help with. Automatically refills itself.

Your Vehicle: Your choice of any non-military exclusive vehicle that exists in the year 2000 and before that. Has infinite gas and doesn't need maintenance.

Survival Suit: A dual-purpose survival suit and hunting suit. It's got dozens of pockets and is very durable. A special feature is that standing in an environment will cause it to slowly camouflage with colors matching where you're at.

Duck Caller: A special device that attracts ducks when blown on. What makes it special is that it can record calls by various animals and then create a sound that's most likely to attract them.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Duck tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you feel like it. Unless a drawback conflicts with this.

Continuity Toggle: Free! Are other Nintendo properties canon to this universe? Are you going to get recruited to join Smash? You decide.

Revenge Of The Ducks: If you kill any ducks, an avenger duck will set their sights on you. They've got a gun and a lot of patience and want you to pay for what you've done. You'll encounter them before you leave here.

Fast Ducks: The ducks know you're coming and will all scatter at once to raise the chances of more of them getting away. They're also very fast.

Smart Ducks: The ducks have lookouts posted to warn the others of your approach, often several per flock. You'll have a difficult time sneaking up on them.

Involuntary Laughter: Whenever you fail at something, the people nearby will laugh involuntarily at you.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Duck points as you spent. They don't like you and want to defeat you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?