Luca Jump

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Set sometime in the 1960s in the Cinque Terre area of Italy, Luca is about a young sea monster (merfolk really) getting curious about the surface world and visiting the nearby human town of Portorosso with his fellow sea monster friend Alberto, to obtain a Vespa they can use to travel the world.

You have 1000 Choice Points (CP) to spend on the jump.

General perks:

Language and Food(free): Since the film is set in Italy, you'll need to speak the language and fit in. This perk grants you the knowledge on how to speak, read and write in Italian and the knowledge on how to cook Italian food.

Warm neighborhood(100 CP): Except for a few people, both the sea monster village and the human town have a large amount of good and kind people. From now on, any jump you go to, your starting location would have equally nice people. If your starting location doesn't specify the size of the location, assume that the perk affects at most the size of a small town, in settings with hilariously bad or evil locations (cyberpunk,Gotham,Comorragh), the perk just affects a street or something.

Sea sheep and sea farming(200 CP): Even though they live underwater, Luca and his people rear fish who act like sheep and farm sea plants. They also have crab shows like how the humans have dog shows. From now on, there are at least a few professions (two or three) and species that are really similar even though they are in different societies and

environments. And your familiarity and skills with those professions would easily translate to one another. Maybe your skill in underwater cooking would translate to picking up human cooking skills faster or your experience in tracking and hunting using bow and arrows would translate to having a knack for using a gun. The perk is guaranteed to work so any of your skills would have the chance to shine in one jump or the other.

There are two origins in this jump, Sea monster and Land monster. Both origins can be taken as drop in. If you're a land monster, you appear near the town and any items you own or inserted (a house or business) would have documentation that shows that they originally belonged to your Aunt Saltando who died recently and named you, a distant member of her family as her heir.

Sea monster:

You're one of the people who live underwater. With the ability to shift between a human and sea monster form when you are away from water or touching water respectively. Note that even having the slightest amount of water on a part of your body would revert it to sea monster form. But you can dry yourself quickly with just a shake of the body part or body. For some reason, you also have the power to have your tail pass through your clothes without shredding them when you shift to your sea monster form. Post jump the sea monster form becomes a transformation you can take at will, water won't turn you into a sea monster automatically.

You know I love you right?(100 CP): Just like how Luca's mom prevented him from thinking of visiting the surface, you can use your 'love' to make people do things you want to or prevent them from doing things you don't want to. Don't use the same excuse of love for the same issue too many times in a row. It might stop working.

Good kid(100 CP): Like Luca you're a good kid, you're well mannered and are a nice person, at least you give off that impression. This makes people doubt you less and try to protect or help you.

You look like a catfish(200 CP): Your outward appearance and behaviour hides a talent for making a scathing mockery of people, just like how the shy and scared Luca absolutely humiliated Ercole, you can mock and humiliate someone pretty easily. The perk slightly protects you from getting harmed after humiliating someone but you better be careful if you humiliate someone with a hair trigger.

Silencio Bruno(200 CP): By shouting Silencio Bruno you can remove self confidence issues or unnatural influences and gain courage. You'd know if it's a really bad idea to silence Bruno.

Marks on the wall(200 CP): You know when something's wrong with your friends (deep-seated issues, past trauma) and help them resolve their traumas in a peaceful or safe way, instead of enabling their destructive habits.

Bromance(400 CP): You have the ability and opportunities to make deep platonic friendships wherever you go. In just a few days, you can make bonds that last a lifetime. The perk guarantees that the friends you make have personalities you won't find abhorrent. This perk also lets you know when your actions would be breaking the trust or beliefs of your friends and cause friction.

Mechanical talent(400 CP): Just like how Luca and Alberto made a prototype of a Vespa just by looking at a picture, you can quickly figure out any new technology you see and replicate it using the items you've at hand. The replica wouldn't be as good as the real thing unless you use items as good as the ones used for the real thing. You can also use this knowledge you've gained to make low power variations of the technology using cheaper or weaker items or materials.

Adaptive Biology(600 CP): The sea monsters are really good at adapting to new environments and situations. Like Uncle Ugo who presumably went from being a normal sea monster to someone who's more adapted to being in the deep sea, like growing a light like an angler fish, transparent body and adapting to the low oxygen levels of the deep sea, you can also adapt to new environments, situations and stimuli incredibly quickly, a dozen times as fast as the usual sea monster. Once a day, you can sort of overclock the adaptation when your life is really in danger (and you don't have any way to overcome the danger) and adapt at a hundred times the speed. You can also revert these changes when you're away from the situation that caused the change for a sufficient amount of time.

Land monster:

You're a member of the most numerous species in the world, humans. You've two legs and two arms and a head filled with ideas.

Well educated and employed(100 CP): You've around 10 or so years of experience in a field of your choice and have a job that pays enough to afford a house in Portorosso. If you're a student or are young, you have an inheritance or parents who earn this money.

Rebel kid(100 CP): You are not a bad kid but you question injustice or the things you see as bad anytime you see it. Your questions make people think instead of shutting you up but even those you deride as evil would laugh at you instead of beating you up. This also gives you knowledge of quite a few corny superhero dialogues you can use on a whim, like putting the end to the evil empire of injustice.

Underdogs have to stick together(200 CP): You have a knack for finding and bringing together the unpopular, the losers, etc; people who are sidelined in favour of someone else or those who didn't have a chance to shine and help them reach their goals.

You have the hunger(200 CP): To succeed in whatever goal you've set for yourself.This perk boosts your determination and willpower when you're working towards some goal no matter how nebulous it is.

You have to leave(200 CP): Even though Giulia was scared by Alberto's sudden reveal of being a sea monster, when she found that Luca too is one, she decides to help him leave the town. Similarly, you can see through a person's true nature and help them even though you've been told all your life that monsters are to be hunted on sight. (This perk is basically a soul sight kind of thing that lets you know if someone is good or bad).

Crowd control(400 CP): A crowd is as smart as its dumbest member. You have internalized this truth. By speaking to their emotions or logic, you can rile up the crowd or bring down the stupid from the crowds and calm them. This perk is especially useful for resolving conflicts between groups or making people calm down and accept those who are different.

Fight for your friends(400 CP): There comes a time in life when you have to stand and fight for what you believe in. Saving your friends is one of those times. When you're trying to save your friends, you'll be noticeably better in all aspects. Your brain works faster, you can run farther, punch stronger, etc; This perk also helps you find the exact moment you can have the most impact on whatever it is you're trying to do.

Sea monsters and Land monsters(600 CP): Sea monsters fear the land monsters while land monsters fear the sea monsters, even though both of them have similar goals and aspirations, to stay safe and live happily with their families. After seeing this theme repeat a few times, you've gained the ability to understand the perspectives of other races and you know and can find ways to remove fear of the unknown and find ways that help different species coexist.

This perk lets you help people accept other species and societies and come together as a whole, as long as both sides (a certain percentage of them at least) are willing to stand together as equals. You can find workarounds for any problems that might cause the collaboration to fail, like specific dietary restrictions, personality problems etc; but there should be some amount of wish for coexistence on both sides.

Items:

Two items per price tier are discounted. Discounted 100 CP items are free.

Endless Gelato(Free): Do you know what would make your day better? Ice cream. What you have here is a box that gives you whatever gelato you want, in any kind of flavour and in endless amounts.

Italian food(100 CP): A table filled with food that tastes wonderful. Just think of whatever Italian food item you want to eat and it will appear on the table.

Fishing boats(100 CP): Half a dozen fishing boats. They bring you a neat amount of profit in the form of fish to sell. If you don't want to bother with selling fish, the fishermen who man these boats send the money to you after getting their cut. The boats are always top of the line in whatever setting you find yourself in, their appearance and technology level shifting to match the world. The fishermen who man it count as followers and you get new workers every jump that fits the setting.

School books (100 CP): These books have all the lessons and information taught in an Italian school in the 1960s from kindergarten to highschool. All these books are somehow stored in a bag and are weightless. The bag can't store anything other than these books. The books update with every jump for the local school level knowledge in the form of new chapters. Just by wishing to read a certain chapter, the book moves to that page.

Senõr Vespa(100 CP/200 CP): A Vespa of your own. It comes in your favourite colours, never runs out of petrol and doesn't need repairs. If it gets damaged, it'll be repaired overnight. The 200 CP version would always be slightly faster than you and is supremely comfortable to sit and use for hours non stop. You can modify it as much as you want and the changes would be fiat backed. A true Vespa of Theseus.

Land monster relics(200 CP): Trinkets dropped by humans, most of them tend to work properly even when you find them left in the water for a few years. Once in a while (every six or so months), you might find something useful to you or your companions.

Glider(200 CP): A glider made using the schematics made by Leonardo Da Vinci. This one can carry you through the skies like a bird. If the glider gets damaged in flight due to natural causes, you can glide to the ground without any injury. Any damages it acquires would be repaired overnight and a new glider would be provided if this one gets destroyed. Strangely enough, the glider seems to be really receptive to any magical enchantments you put on it, taking in an endless amount of them without any of them failing. Maybe Davinci was a mage?

House(200 CP): A sea facing house, it might be apt to call it a mansion. Always seems to have enough rooms for anyone who stays in it. The design of the mansion is up to you to decide.

Companions:

If you can convince someone to come along as companions, they can come with you on the chain, free of cost.

Friends and family(Free/100 CP/200 CP): The usual companion import or creation option. For free, you can import or create 4 companions, each of them would get an origin and 800 CP to spend on perks or items. For 100 CP, you can import or create 8 companions who get 800 CP to spend. For 200 CP you can import all your companions who would get an origin and 400 CP each to spend.

Town(200 CP): This is the place you lived in since childhood. Depending on the origin, it could be a sea monster settlement or a human town. If it's a sea monster settlement, there

would be around 30 people who live here. If it's a human town, it houses around 200 people. You or your parent is the mayor or chief and the town (or settlement) would follow you as a warehouse attachment that can be inserted in future jumps. Any development you've made to the town/settlement would be fiat backed.

Radio Lady(Free/Optional): The younger sister of Miss Marsigliese, she looks like a smaller version of her, with just a different hairstyle. Boisterous and funny, she works in the radio as a jockey and has big plans for a business she wants to create. Invest in her ideas and you could make a hefty amount of profit.

Sea monster buddy(Free/Optional): A friend you made as a kid. She has all the perks in her origin and loves you like a sibling. She wants to go to school and learn how to be a doctor/marine biologist to better help her fellow sea monsters and sea creatures by using her inherent knowledge combined with human science.

Land monster buddy(Free/Optional): This here is a friend you made as a kid. He has all the perks in his origin and is a real bro who would give his life to protect you. His goal is to travel the world with you and have fun.

Cool grandma(Free/Optional): Your grandma or someone who thinks of you as a dear grandchild. She had an awesome life and shares her wisdom and stories with you every time you visit her. She has a new story every time so you won't be bored. She still has friends all over the town or city who can help you out or hire you for a job. If you prove yourself they might even refer you to someone important.

Loving mom(Free/Optional): This woman is your mom (by birth or adopted you). She's a fisherwoman or has a similar hard working job in the village you live in. She earns enough to raise you well and her goal is to see you make something of yourself so she saves enough to send you to a school in the big city. She loves you deeply and would support you in whatever you do.

Drawbacks:

Early exit (+0 CP): Leave in 2 years instead of the usual decade. This drawback halves whatever points you'd get from other drawbacks.

Extended stay(+100 CP): Extend your stay by 5 years everytime you take this. Can only be taken 6 times.

Jumper the child(+100 CP): You're around 10 years old now.

Agent Scully(+100 CP/+200 CP if you took any tier of the kraken): You don't believe in rumours unless you have firm proof of it. Have fun arguing with people who have seen sea monsters just because you haven't seen them and dissected them.

Agent Mulder(+100 CP/+200 CP if you took any tier of the kraken): You believe all the tales and have weird superstitions that interfere with your day to day life.

My beloved Smother(+200 CP): Overbearing and controlling mother who'll be disappointed if you don't listen to her. If you somehow leave her grasp, she'll do all she can to get you back and make sure you can never leave.

The kraken(+200 CP/+400 CP): We haven't seen any supernatural creatures except the sea monsters but now there are all types of sea creatures from the myths of our world. The second tier makes it so all supernatural creatures from myths are real, not just sea monsters. The only silver lining is that their powers are scaled to this world, so the army can probably defeat them. Or you could use the perks from this doc (and only this doc) to somehow reach a consensus with the supernatural races and get them to coexist with humans.

Shrinking Violet(+200 CP): You're a really shy person, being unable to talk with anyone who isn't family and shy away from confrontation.

I want to see the surface(+200 CP): You've an obsession that you need to fulfil, no matter the cost.

Old man jumper(+200 CP): You're an old person (around 70 years old) with all the health problems that entail. You have a guarantee that you won't die during the duration of the jump but that's it.

Powerless(+200 CP): Your out of jump powers are sealed. Can't be taken by first time jumpers.

Itemless(+200 CP): Your out of jump items are sealed. Can't be taken by first time jumpers.

Friendless(+200 CP): Your out of jump companions can't enter this jump. Can't be taken by first time jumpers. You can take the companions from this jump or can make friends the old fashioned way.

Humans are the real monsters (only taken by Sea monster origin)(+300 CP): Sea monsters are getting hunted to extinction by humans.

Bully(+300 CP): You've a bully now, bullying anyone you think or know is weaker than you or can't fight back. This drawback can't be taken unless you take the drawback to be powerless. Can't have you using your powers for what is essentially free points.

Born this way(+300 CP): Like Massimo who was born without an arm, you don't have an arm or a leg or sight or voice since birth. Can be taken multiple times, one for each sense (twice for each of your eyes) or extremity. Prosthetics aren't a thing or are really hard to use in this time period and there isn't enough awareness about how to accommodate a person with special needs, so think before you pick this drawback. Any out of jump prosthetics or

technology might work but it would draw interest from everyone and you need to dodge questions about how this technology is leagues ahead of what's available on the market.

Portorosso cup(+300 CP): You need to win this every year you're here, failure would result in chain fail. Don't worry if you are above the age limit, there's a senior division in the cup that has more competitions (running, wrestling, etc) to be won along with the three competitions the kids have if you want the cup.

Overthinking(+300 CP): You've a nasty habit of second guessing and doubting yourself unless the task at hand is something you're proficient with. And taking that first step is really hard for you.

Human item collector(+300 CP): You've an unfortunate obsession with collecting items made by humans. Try to find a bigger home for all your collections.

New to this human thing(+300 CP): You're weird, people think there's something wrong with you and are suspicious of you.

No more fish(+300 CP): Money issues plague you for the duration of your stay here. Every month you make around a hundred dollars (or equivalent amount) more than what you need to eat. Any perks or items that make you rich or negate this drawback won't work obviously. So, get to work.

Abandonment issues(+400 CP): Someone abandoned you sometime ago. You had a hard time due to it and now are obsessed with making sure that the important people in your life don't abandon you. You also find it easier to get attached to people. So have fun, I guess.

Back to school(+400 CP): It's all fun and games during summer but you need to go to school if you want to make something of your life. You need to attend an educational institution for the duration of your time here and be in the top 1 percentile. Any perks that would make this a walk in the park would be nerfed until you'd be as smart(or intelligent) as the smartest (most intelligent) known human.

You smell(+400 CP): Like a Pesceteria (Fish store), basically you give off a fishy smell, no amount of bathing would remove this and you can't mask your smell. I'd suggest getting a job as a fisherman or working at a fish store.

Jumper of the deep(+600 CP): You've adapted to live in the deep ocean, so being in shallower waters would cause your body to stop functioning properly. I hope that you like your stay in the deep, it's dark, silent and full of whale carcasses for you to eat.

You've three options now.
Stay
Go home
Move on

Notes:

What happens here anyway?

Luca is a young fishboy living with his parents and maternal grandma. He is curious about the surface world but is afraid of visiting it due to all the warnings and cautionary stories his mom told him. One day he sees human artifacts (alarm clock, cards, etc) while guarding his sheep fish and comes across Alberto, a fellow fishboy around his age. Alberto lives alone on an island and occasionally steals from human sailors. All the items Luca found were the things Alberto scared the sailors into dropping into the water last night.

Alberto enlists Luca's help to get the items to the island and Luca helps him and visits the surface world for the first time. The two become fast friends and soon Luca visits the surface world daily. His parents become aware of his escapades and call his uncle (Luca's dad's brother) Ugo who lives in the deep sea to take Luca with him for a season or two until Luca loses his interest in the surface. His mom says it's to protect him from the land monsters (humans) but Luca runs away. Alberto and Luca decide to visit the human town (Portorosso) to get a Vespa they can use to travel the world together.

They visit the town and Luca accidentally hits the Vespa of town bully Ercole and the Vespa hits the ground. Ercole tries to shove Luca into the town fountain as punishment but he gets saved by Giulia, the town loner and someone who speaks out against Ercole and his bullying. Luca and Alberto find out that they need something called Money to get a Vespa and winning in the Portorosso cup would get them the money necessary to buy it. So they team up with Giulia who wants to win the cup and stop Ercole's bullying of the town kids. Ercole is the five time winner of the cup and he wants to win this year too. The competition has three phases, swimming, eating pasta and cycling. Each phase can be completed by a different person from a three man team. Since Giulia competed alone last year, she couldn't finish the competition and got stuck with the unfortunate nickname of spewlia due to vomiting after the pasta competition.

Giulia takes them to her home and her father lets them stay in their house. Luca and Alberto help him catch enough fish (by using their knowledge of where fish stay at what time of the day) to make enough money to apply for the competition.

The three kids train for different events, Giulia for swimming, Alberto for pasta eating and Luca for cycling. At the same time, Luca's mom and dad also enter the town and try to find Luca, by spraying water at every kid they see.

Seeing the friendship between Luca and Giulia deepen causes Alberto to become jealous and try to keep Luca away from her. Luca meanwhile becomes interested in books and wants to go to school in Genoa with Giulia. One night, Luca and Alberto visit the Vespa store to see an old Vespa and get cornered by Ercole who beats up Alberto. Alberto, not wanting to lose his friend and thinking that deep down all humans are bad, reveals his sea monster form in a menacing manner to Giulia in the hope that Luca would understand how humans won't accept them. Giulia gets scared and Luca pretends to be a scared human and Alberto swims away, heartbroken at Luca's betrayal.

Giulia takes Luca to her home and accidentally finds out that he's a sea monster too. She then asks him to leave the town because the town people and her father might hunt him down because he's a sea monster. Luca visits Alberto's island to bring him back. Alberto asks him to leave and reveals that his father abandoned him on that island and he stayed there all alone for more than a year now. Luca tells him to silence his doubts because Luca won't abandon him.

On the day of the competition, Luca decides to participate separately from Giulia while Alberto doesn't participate in the competition. Luca uses an old diving suit of Alberto's to swim and make sure that his sea monster form isn't revealed. After the pasta eating competition, Luca participates in the cycling competition with Giulia's old cycle while Ercole uses a ten speed one. All the practice pays off and Luca cycles faster than Ercole and reaches the top of the hill, unfortunately it starts raining then and Luca hides below a house's cloth canopy. Alberto, who had noticed the clouds beforehand, brings a big umbrella that could cover Luca and him while Luca cycles. Ercole kicks Alberto to the ground and this reveals his sea monster form to the town. Ercole traps Alberto with a fishing net and tries to kill him, Luca steps out of cover and races to help Alberto even though he tells him not to, revealing his own sea monster form. The two of them race through the town while Ercole tries to kill the both of them. Giulia follows the pair, trying to stop Ercole. Luca cycles to the town centre while dodging Ercole and at the last minute, Giulia rams into Ercole's cycle and saves them from him. Luca and Alberto run back to Giulia and help her stand up. Meanwhile the townsfolk surround them and begin discussing what to do with them. Giulia's dad sees them helping her and declares that they're Luca and Alberto, not sea monsters, children who have won the Portorosso cup. The announcer declares that Team Underdogs (Giulia, Luca and Alberto) win by a technicality and the town celebrates. Luca's parents run to him and reveal their own sea monster forms, two of the village old ladies reveal that they too have been sea monsters in hiding and the village accepts them too, removing the wanted posters they had for catching sea monsters. Ercole's lackeys get tired of him and drop him in the village fountain, ending his evil empire of tyranny.

The team buys an old Vespa with the prize and have fun driving it around the town. When it's time for Giulia to go to school in Genoa (a city), Alberto reveals that he spoke with Luca's parents and Giulia's mom (who lives with her in Genoa) and dad and sold the Vespa to pay for Luca's school fee. Luca leaves with Giulia on the train and Alberto and him have a touching farewell.

The short film sequel Ciao Alberto deals with Alberto's time in the village, working under Giulia's dad Massimo as a fisherman. Alberto's abandonment issues make him try to work harder (and impress Massimo) but he keeps accidentally causing problems to the business instead. One night while trying to fish in secret (because he accidentally dropped most of the catch while trying to load it onto a truck) he takes the boat but accidentally drops the lantern when startled by the house cat. Massimo hears the ruckus and runs in to save them.

Feeling sure that he'd be fired, Alberto leaves the house, Massimo runs after him and Alberto accidentally calls him dad, the two of them have a talk about fathers and hug each other. The next day, both of them repair the boat while sharing stories and laughing.

Explanations:
If you want to use the bromance perk to have romantic relations, go for it.

Saltando is italian for jumping, Jump-chan is your aunt in this scenario, smoothing out your entry into the world.

Sea sheep: I thought it's funny how they have fish that sound and act like sheep so I made a perk about it. Don't look too much into it. It's just a silly little perk that's supposed to help you fit in in wildly different places.

Adaptive biology: Fanwank on how it works in different situations, maybe your body adapts to become immune to the thing that's happening to them or grow new organs or modify existing ones or something else.

Companions: The free/optional companions can have their gender swapped if you want. I wrote them as male or female because it's easier to write that way.

Drawbacks: Drawbacks get removed after the duration of your stay here.

If it isn't obvious, you can't take Agent Scully and Agent Mulder drawbacks together. They are contradictory, but if you feel like it, take them and inform me how they combine together, might be a fun thought exercise.