

Star Fox Adventures Jump

v1.0

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We're heading to Sauria this time, friends! This once-peaceful place is in desperate need of help. Evil dinosaurs led by the villainous General Scale have plunged the world into chaos and their destructive antics have resulted in parts of the world being split off from the planet itself! General Scales's selfish and sacrilegious behavior is endangering the entire world, and it is up to a small band of heroes about to be brought together by fate to stop him.

Take **1000 Adventure Points** to fund your adventures.

Starting Location

Roll a d5 to determine your starting location. Otherwise, you can spend 50 Adventure Points to select your starting location.

1: In the Skies Near the Krazoa Palace

You start off riding a friendly Cloudrunner, in the skies near the sacred Krazoa Palace. I sure hope no hostile forces are nearby bombarding the aforementioned holy place…

2: Great Fox

Ah, the vast starship owned and operated by Fox McCloud and his friends. This vessel… has really seen better days, sadly. It costs money to keep a ship this powerful and large in prime condition and in the wake of the Lylat Wars the peace that has fallen on parts of the region has kept the roguish mercenaries of Star Fox from thriving financially. That said, with mercenary work every day is a roll of a dice. Who's to say the luck of Fox and the Gang isn't about to change?

3: The Surface of Sauria

You start off somewhere on the surface of Sauria, known to some as "Dinosaur Planet". This could be any region on the surface of the planet, from ThornTail Hollow to a place like Krazoa Palace.

4: One of The Shattered Pieces

You are not starting on Sauria's fractured surface, but on one of the pieces that has broken off from the surface due to General Scale's actions. This includes CloudRunner Fortress and DarkIce Mines.

5: Free Pick

Pick any of the locations above.

Age and Gender

You can freely select your gender by yourself. By default your gender is whatever it was during your last jump, and your age will be determined partially by your origin.

Origins

Any origins can be used as a drop-in. You retain your chosen origin as an altform in future jumps.

Star Fox Member

Ah, so you're one of the mercenaries! That's good. I'm sure Fox will be glad to have backup. As headstrong as he is, even he knows he can't fight every battle by himself. You can be a humanoid version of any of the following kinds of animals: dogs, birds, foxes, or frogs. These forms won't grant you natural advantages by themselves but you do gain skilled proficiency in the usage of modern weapons and experience piloting spaceships and other vehicles.

Cerinian

Oh? This is odd… It's said that Krystal is the only surviving Cerininan. How strange. Nonetheless, with this you are now a member of Krystal's race, a blue-furred Cerinianoid fox. You also naturally possess telepathic abilities.

Earthwalker
I see. You're a member of one of the native tribes of this world, the Earthwalkers. Are you a royal? If so, that might be helpful to saving the day and keeping General Scales from power.

Sharpclaw
Oh no, you're an invader! I sure hope you aren't like General Scales. If you are… I pity the fate of Sauria. The inhabitants of Sauria might be in for a decade of pain, but maybe you can defeat Scales faster by being closer to him from the start?

Spirit
Huh. So you're a spirit? That's intriguing! Are you a Krazoa Spirit, or are you something *Darker*? Either way, you're quite interesting. I'm sure people will listen to you, and could be swayed by you if you're clever.

Perks
Origins get their 100ap perks for free and the rest are discounted to 50%.

General [Undiscounted]

Dino Talk [100 AP]
Language barriers are a pain, and a wise jumper learns to overcome them easily. This perk lets you get at that, in a roundabout way. With this perk you can select a single planet once per jump (or once per decade, whichever comes first), and you can instantly learn every language spoken on it at the time you use this power to full, native level fluency (including writing, and this includes languages that are not spoken like any sign language languages). There are plenty of settings where this won't solve every language barrier, but it'll do a lot even in places where it's not perfect. This will let you learn magical languages, but it won't grant you magical powers just by virtue of knowing the language.

HUD [200 AP]
This is a strange thing, but you can see a visual representation of your overall health. This is a visualization of your lifeforce and current state of being (specifically in regards to your own energy and wellbeing). This also lets you do things that replenish your health instantly, such as eating food. As you gather allies and gain resources this odd thing will expand and show you more information related to your overall state of being, showing you things like how much of any single resource you have on hand and even any maps you happen to own. This is all unobstructed and you can turn off or hide any facet of it you want. Mind-readers also can't see this when they read your mind.

Other Tribe [400 AP]
Sauria is home to a variety of dinosaurs. While only a few are alongside, or opposed, to Star Fox's mission to save this world from the strange fate it is befalling, throughout his

adventures here, there are other tribes in this world that are worth noting. The fierce RedEyes only appear in a handful of locations in this world, but they are impossible to forget. Dignified CloudRunners, fire-breathing flying beasts, are as memorable as they are majestic. This perk gives you an additional alt-form, which can be that of any of the other tribes Fox McCloud and Krystal encounter during their adventures on Sauria. This is in addition to the alt-form you get from your origin. **Redeyes are discounted for folks who take the SharpClaw origin and CloudRunners are discounted for folks who take the EarthWalker origin.**

Background Adventures [400 AP]
Sometimes we can't crack it on our own. Whether it's facing a seemingly invincible revived version of our nemesis, or getting stuck in a life-draining apparatus after falling victim to the schemes of a willy trickster, we've all had moments when we've realized we can't go it on our own. Not completely at least. In those moments we'll get incredibly handy helping hands from our friends. By purchasing this you gain a sort of plot armor that ensures that so long as you have a genuine ally somewhere, they'll be working in the background to help you out, which can and will pay off at a pivotal moment a few times per jump.

If you should die, once per jump, this'll allow your ghost to persist in the setting as a spirit. With this you can talk to your friends and even other people, and if you can persuade them to bring you back to life, they'll be able to figure out how to do so. If they succeed you'll be able to continue on your chain like nothing has happened (unless you die again). They have as long as your remaining time in a given jump to resurrect you, and if they fail to do so before the jump ends you still fail. Methods to revive you will invariably rely on using spiritual energies, and tapping into existing spirits (which will exist in future settings with this). Yes, you can trick someone into doing this if you want.

When resurrected you can temporarily take on a big floating head form to spite your foes, but that is only temporary lasting for the duration of a single battle.

Star Fox Member

Mercenary Attitude [100 AP]
You are capable of detaching yourself when necessary. As a mercenary, you know better than to form attachments to people, and people know better than to try and make emotional arguments when it comes to you. People accept your brand of cynicism and respect that you are a for-hire-adventurer. People also know that the best way to secure your aid is to hire you, and are more inclined to do so (sometimes even hiring you the minute you complete a job for them). If your services are for sale, people interested in buying them will come looking for you.

Convenient Landing [200 AP]
Somehow you have a habit of making your way right to where you're most needed. This could be making planetfall and landing near an ancient and powerful weapon in need of a temporary owner, or where an ailing queen is in need of a gallant hero to go and rescue her family. If you're looking for adventure, or in need of a clue to figure out where to go, you'll often just have to look around a bit.

Helpful Allies [400 AP]
Mercenaries are often in no place to be picky about their allies. Sometimes you'll find yourself accompanied by a strange princeling, or by a rambunctious dinosaur. And yet your allies, even those you travel with reluctantly will always pull their own weight. Something about you brings out the adventurer, warrior, and hero in others, and makes them find inner strength they didn't know they had. Which can be helpful, since you may need your allies even if you don't want them around.

Haggling [600 AP]
Sometimes you aren't the one getting paid. Sometimes you're forced to pay someone else to be able to proceed. This comes in handy in those situations. You intuitively know the lowest prices someone will take for something at any given time, and can imagine scenarios that will lead to that price being lowered further, if such scenarios exist at all (such as someone giving you a discount if you're a hero of their people, or if you best them at a weird mini-game). This is much stronger when you're negotiating for stuff that is essential to your quest, such as rations for your allies, or some sort of needed quest time. This also improves your skill when it comes to negotiating your price, allowing you to know exactly how much your employers value you, and how much they'd pay for your services. Just to keep you from getting lowballed.

Cerinian

Empathy [100 AP]
Ah, so you're not just a Cerinian, you're actually *like* Krystal. You're empathetic! That's good. Empathy is an often underrated skill and personality trait. You can understand how others feel and you often want to help them feel better. This natural empathy appeals to those who care about life and who want things to be better.

Imbuing [200 AP]
You have the very helpful ability to imbue messages in objects. This fascinating form of telepathy lets you record a limited number of messages into an item, with the exact number of messages you can put into an item depending on a number of factors. The first factor is whether or not the item is yours, if it is you don't have to worry about the item protecting itself from your messages, if it's not yours then you can only imbue a handful of messages in it regardless of other factors. The second factor is you yourself. You start off only able to imbue one or two messages in it, but with practice you can slowly increase this number. The third factor is the complexity of the messages. More complex messages are harder to imbue into objects. This also improves with practice.

Getting Where You're Going [400 AP]
For someone without a spaceship in an interplanetary setting, your fellow Cerinian has a weird way of getting where she's heading. And now, so do you! Even without a vehicle fit for exploring the full scale of a setting you have a very curious habit of getting around.

Long Distance [600 AP]
Not everyone has telepathy this potent, but you have an unusual skill with telepathy. You can read unguarded minds from far away, when people do things like mentally cry out for

help, you can hear it from cosmic distances and you're better at keeping track of those you overhear. This won't help you get to where you're needed, but knowing where you're going is powerful in and of itself.

EarthWalker

Impressive Size [100 AP]
Some Earthwalkers are quite big. You are larger than average and even among the upper echelons of your species in terms of height and width you are impressive. This trait carries over to your other alt-forms, at least so long as you want it to. This increases your speed, strength, and endurance as well, while not increasing how much food you need to eat.

Mighty Physique [200 AP]
You are capable of all that EarthWalkers can do, such as easily digging into hardened ice and breathing mighty gouts of flame. You'll find that purely physical abilities get enhancements based on your size, though unless you're truly massive these abilities won't see gargantuan enhancements.

Protector [400 AP]
People know and respect you as a guardian. You are a skilled warrior and member of your tribe, capable of fighting off all sorts of fierce foes, and using your anatomy in combative and dangerous ways. You are also furiously loud, and your voice can reach across great distances.

Royalty & Respect [600 AP]
You are a royal. This perk makes you a royal whenever you'd wish to be (toggleable at the start of each jump), and improves your ability to interact both with other royals and with spirits who tend to respect and listen to your family. You are a dignified and upstanding member of your family and know how to be a worthy successor to your parents, one who can help a tribe grow or keep it and its people safe. Members of your community have a healthy respect for you, and when you act in line with their preconceived notions of what a royal should be like, or when you help and protect them.

SharpClaw

Grunt Work [100 AP]
You have exceptional skill with basic SharpClaw weapons, which more often than not amount to basic melee weapons but can also include a few ranged weapons like the cannons that SharpClaws use. You are also a disciplined soldier, and can easily command other people in battle.

Intimidating [200 AP]
You are a scary looking figure. You can easily scare others and know how to put the fear of the Krazoa God in the Saurians. Your efforts to intimidate people are much more effective. You are also able to much more effectively use your body in battle, stunning foes you hit with headbutts or your tail.

Scientist [400 AP]

You are one of the sources of the odd SharpClaw tech. You know how to invent everything from the speeder bikes they use to the rare spaceships they've fielded. You also know how to uplift a less advanced civilization or tribe, and can teach people how to effectively use your inventions.

Accountability Escape [600 AP]
The SharpClaws, canonically, have tried to take over the world multiple times. They've failed, repeatedly. Despite this, they've managed to escape accountability and as a tribe managed to face so few consequences that they could reassemble themselves under a new leader and scheme in just a few months or years. Now you have this same luck and knack for escaping accountability. Whenever you get caught doing misdeeds, even ones that are crimes, you'll face hilariously lackadaisical "consequences" for your actions. You will face something that is technically a consequence, but it's something that feels ridiculous, like a day of community service for manslaughter. When you serve your sentence you'll always regain all of your rights and people will gloss over your criminal past.

Spirit

Holy Air [100 AP]
Most people will recognize and respect you as a sacred or spiritual being. Even in a mundane, seemingly normal alt-form you have an air of spirituality and can naturally connect with pious people, as well as those who are more spiritual than religious. People feel that messing with you is a taboo act, but those desperate enough can find a way to overcome this, and darker, more ambitious sorts aren't especially bothered by your air of holiness.

Crafter [200 AP]
You are incredibly skilled at making things that touch on and utilize the natural world. Given time to work and access to sufficiently powerful materials you could create spellstones and other such magical relics which help protect the natural world and can be used to manipulate inanimate things to protect life. You could also use this to create some mystical objects, like Krystal's staff, with the right ingredients and a supply of elemental energy.

Possession [400 AP]
You have gained the power to test people. You can create tests that will measure the quality of their hearts in some respect you decide when creating a test. If someone passes you can enter and inhabit them for a time and can exit them freely. Them passing the test makes them better suited to be inhabited by you, especially if you have their consent, and the two of you can work well together and communicate telepathically. If someone fails a test, you can still enter them and can influence them to behave in ways that are in line with your goals and motives. You can also feed someone some measure of your skill, or some facet of yourself empowering them somewhat.

Elemental Architect [600 AP]
Your skill with crafting has evolved in both potency and scale. You can now create entire buildings infused with magical potency, and can use the energy such places harness to fuel the creation of further wonders.

Items

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.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

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.

General/Undiscounted

ThornTail Store [200 AP]
This store, where the very strange Shopkeeper is in charge, follows you along your chain. It is home to various goods, accepts all sorts of currencies, and the Shopkeeper keeps it well-stocked with useful items, even storing things from past jumps in future ones. By default the entrance is located in your warehouse.

Star Fox Member

Blaster [100 AP]
You're a merc. It doesn't make sense for you to not carry a blaster. This is a simple weapon, but it's no joke. It has unlimited ammo, can be charged (which makes it capable of devastating even fully armored SharpClaws in a single blast), and is an impressively deadly weapon in the right hands.

Translator & Disguise [200 AP]
Slippy is a handy ally, when you aren't bailing him out of dangerous combat situations. He has invented this pair of devices, one of which is a nifty translator allowing you to speak with locals more freely, while the other is a disguise that you can don to trick people into thinking you're a member of their species. This works best for humanoid species, and once per jump you can add a new form to it to give you a slowly growing library of forms you can don.

Arwing [400 AP]
This remarkable vessel is one of many spaceships that can be found throughout the setting. This handy ship can easily travel from world to world, though in this particular setting this thing is mostly handy for serving as a small base of operations and for ferrying you and your party from part of Sauria to elsewhere on Sauria. Nonetheless, this is still a handy vehicle, powerful weapon (armed with a supply of Smart Bombs which replenishes itself when not in use), and armed with more than enough fuel cells to get you wherever you need to go.

Great Fox [600 AP]

The flagship, and handiest tool of the Star Fox team. This respectable vessel is armed and dangerous, and is always ready to serve as your base of operations in the future. This vehicle is large enough to field and arm a small squad of elite mercs, which it will do in this jump and in future jumps (giving you generic, somewhat less skilled mercs than the Star Fox team if they don't follow you from here). It is piloted by an advanced machine, and you don't have to worry about paying off an 80 year loan for your copy of it. Nor do you have to worry about paying out of pocket to keep it in tip-top shape, as it'll always maintain, repair, and basically do your work for you, if you let it. This also comes with a small supply of other tech that we see from the Star Fox team, like landmasters and translators.

Cerinian

CloudRunner Friend [100 AP]
You have earned the loyalty and allegiance of a proud member of the CloudRunner tribe. This is a brave, determined, and reliable member of their kind. They will happily ferry you from place to place, while also defending you (and themself) to the best of their abilities, using their size, natural weapons, and fire breathing abilities to push back and frighten foes.

Magic Plants [200 AP]
You now have a few of these odd plants in your warehouse, and can find them scattered throughout future jumps. These odd plants grow and produce variously colored gems. If you grab the gems you can hold them up to magical objects and find that they are great for restoring the energy stores of things like magical staffs or wands that have pools of magical power. A clever jumper might be able to find some way to absorb magical energy from these gems outright… New gems are ready a few hours after you dislodge an old gem and the plants are immune to anything but purposeful, targeted destruction.

Telepathic Distress Signal [400 AP]
This odd "item" is a bit of an emergency tool located in a piece of jewelry stored away on your person. When you are imperiled, especially if you are knocked out, it can emit a distress signal that can be received by telepaths and by those sufficiently empathic. This distress signal is a powerful thing and it can be received by those of a moral persuasion beneficial to you and conducive to your goals. If you want, you can take off the piece of jewelry and give it to someone else which will, let them benefit from the item in your stead. When you give it to someone else you will intuitively know its location and know the state of the person with the item.

Staff [600 AP]
This staff seems to belong to someone, as evidenced by a message you hear when you first touch it, but somehow it fits just right in your hands. This is a mystical weapon, capable of elemental and seismic attacks that seems attuned to the world of Sauria. You can find energy crystals which the staff uses growing on plants throughout the world, and by exploring you can find caverns where the staff can be allowed to grow in power; gaining new powers and finding its internal stores of energy increasing. This weapon is capable of odd abilities like rocketing upwards, firing blasts of flames and ice, and even causing the world beneath you to tremble. Those who see its power will realize it is more than a mere stick. In

future jumps the staff can continue to grow if you explore the setting and find more fiat-generated staff caverns containing unique upgrades to your rather odd omnitool.

Earthwalker

GrubTub Fungus [100 AP]
You have both the blue and white variety. The blue version of these fungi are known to be the favored snack of a certain little prince, and the white version of them are known to be in medicine. You have a healthy supply of them in your warehouse and if you leave and come back you'll find more.

Powerful Flora [200 AP]
You have a collection of seeds for potent fauna. You can plant and cultivate, in minutes, handy plants of all sorts such as Venus Foxtraps and Bomb Spore Plants. These plants will be hostile to your foes and will be peaceful for you and your allies. If defeated or destroyed these plants invariably leave behind seeds and spores for you to plant to grow new ones.

Warpstone [400 AP]
This is a rather large fellow made of stone who will appear closeby in any location you make your home base in this, or future jumps. He has the ability to facilitate fast travel between distant locations, as well as houses a mini-game for you to occupy time with, if that's what you want.

A Chunk of Dinosaur Planet[600 AP]
This part of Dinosaur Planet follows you along your jump, recognizing you as a hero, protector, and king. This can be any region that resisted the rampage and ravaging of the SharpClaws and their allies (even unsuccessfully), such as ThornTail Hollow, the Walled City, or the CloudRunner Fortress.

If you're a SharpClaw, or just want a region they ruled over you can also purchase that, if you want. In that case apply discounts logically.

SharpClaw

Pack Of Vermin [100 AP]
This is a small collection of unpleasant local fauna, creatures such as bats, bloops, and other such annoying minor enemies. This collection of creatures that love to harass and antagonize Fox, Krystal, and their allies, are all incredibly loyal to you and eager to attack and annoy your foes.

Supply of SharpClaw Science [200 AP]
This is a small collection of SharpClaw tech. This includes several cannons, a handful of sentries, a number of speeders, and a single full spaceship, as well as schematics to make more. This is enough for a small group of mercenaries, or perhaps a small elite group of SharpClaws, but it's not enough for an army.

General's Galleon [400 AP]

Is this ship magic? SharpClaw science? Something else? Well regardless of what it is, you now own a copy of the fierce Galleon General Scales flew at the start of Krystal's adventures on Sauria, complete with a weird dinosaur head and cannons. This ship does not quite fly itself, but it does come with a group of SharpClaws who are loyal to you and keep the ship maintained and ready to fly at all times. The dinosaur masthead is awake at all times and is always eager to launch fiery attacks at any foes it is made aware of. It slowly recovers from damage it endures over time and needs no fuel or out of pocket maintenance to be ready to fly.

King RedEye [600 AP]
You have acquired the loyalty and ferocity of a fierce, and gigantic, ally in the form of the king of the RedEye tribe. This powerful warrior is loyal to you, and will happily try to devour your foes if given the chance. If nothing else he is incredibly intimidating, and many folks will acquiesce to demands if made at T-Rex point.

Spirit

Brain Squid Guardians [100 AP]
This is a strange race of ethereal beings that haunt the Krazoa Palace. Some of them, it seems, are fond of you, and act as your guardians, striking at those who'd hurt you. Defeating these creatures doesn't mean much in the long term as they always respawn after a few hours.

Spellstone [200 AP]
These ancient stones are stabilizers, and when used properly can be used to absorb and store energy, able to store potentially unlimited amounts of energy. This is a small supply of these objects, though with the right perks more can easily be created.

Force Temple [400 AP]
This is a site where accumulated energy can be released and manipulated in various ways. This place, if coupled with spellstones or some other means of storing vast amounts of energy, can be used to create and coordinate vast, perpetual manipulations of energy and can be a way to help automate all sorts of energy and elemental shenanigans.

Krazoa Palace [600 AP]
This is a sacred, holy place that is the home of the Krazoa spirits. Or at least it is during times of peace. This is an area where spirits can roam freely and do ethereal business. In this jump this place starts off under the occupation of SharpClaws, but once freed from their grasp it will be a safe haven for spirits, where incorporeal, ethereal beings can roam safe, empowered by spiritual and mystical energies. This place will passively attract spirits in future jumps and can both pacify and empower them, to let them interact more peacefully with living, corporeal beings. It is a holy place that pious people will consider sacred, holy ground, and will fiercely defend, as well as use as valuable neutral ground when possible.

Companions
Companions can purchase more companions.

Companion Import [50-200]
So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Specific Canon Character [100 AP]
You want a Cerinian here to accompany you? You got it! Are you a fan of Cloudrunners? Maybe even a specific Krazoa Spirit? They can come along too! With this, you can get any character from the game to come with you. Canon characters to whom origins correspond come with their perks and items.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 AP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 AP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 AP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the setting you're about to enter.

Extended Stay [+100 AP]
For each purchase of this your time here is extended 10 years. The first installment of this drawback, for this jump, simply extends the jump's duration to the standard ten year

duration that is the standard for jumps, but it still affords a jumper with the regular amount of points.

Inefficient Tech [+100 AP]
Your tech is incredibly inefficient. This includes both mundane and supernatural technology, all of it is seemingly cursed to use up way more of its accumulated energy than it ought to use at annoying rates. This won't stop you from finding fuel for it, like magic gems or fuel cells, but you'll regularly need a lot more than what you may have.

Language Problems[+200 AP]
Your language tech is acting up. It's only a quarter as effective. I sure hope you have some way of learning languages fast, otherwise this might be a problem.

Expensive Supplies [+200 AP]
If you want any meaningful aid, you're gonna have to pay for it. Whether it's a map, a necessary food item for a specific follower, or some sort of handy and nebulous one-time item, you are gonna have to pay for it. What do dinosaurs use as currency? Scarabs? Well, at least those can be found in abundance.

Naive Locals [+200]
It seems that the locals here are… curiously naive? Indeed even the big bad evil guy here is painfully easy to trick. Or at least they are painfully naive when it comes to other people. Villains can trick them extremely easily, but they are incredibly stubborn when it comes to you. Common sense won't be that helpful, Star Fox. Be careful and watch out for surprise villains!

Fetch Quests[+400 AP]
Certain parts of this setting, even in places beyond Sauria, will be locked behind fetch quests. Whether it's collecting medicine, fuel cells, or treats for obnoxious little royals, for you to proceed and get to where you want to go you're gonna have to embark on fetch quests. Better get to stepping if you want to see the whole world!

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Tests of Character [+600]
You will be required to pass tests of character, or have allies who can pass them in your stead at various points here. If you do not have some method of passing these tests, you'll get stonewalled and have to deal with all sorts of inconveniences as you try to walk around parts of the plot.

Unwanted Passenger [+600]
You are possessed by something. This being is quite annoying, quite vulnerable, and if it perishes then you will meet a similar fate. Consider this an escort quest.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back home
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Version 0.3 of this jump was shared to appropriate spaces on October 8th, 2024.
-Version 0.5 of this jump was achieved on October 9th, 2024. That means that we're at roughly the halfway point in terms of overall content to be put in the jump.
-Version 1.0 of this was published on October 10th, 2024.
-All of my origin-ed jumps that aren't part of the Troyverse or CYOA series are made from jumps made from Negative_Tangerine's Jump doc template. This is one such jump. This was made by copying the Billy Hatcher jump and removing Billy Hatcher specific text.
-Star Fox Adventures is an odd game. Enjoy this video of it, if you like longplays.
-All personality perks are toggleable, so if you don't want to be a merc and have a merc's perspective you can turn that off if you have the perk.
-I made the decision to focus the tribal perks on EarthWalkers and SharpClaws because of their persistent presence throughout the game and our chances to get to know them. The other tribes are dope, but we normally only see them in a few areas in their own zones. But I included some cool members of other tribes in the items and I think the perk letting you get another alt-form should make up for it, just in case you want to fly or be a T-Rex.