

v1.0

by Negative-Tangerine

Welcome to a world of anthropomorphic animals.
Are you going to be a sky pilot, a pirate, or do your own thing?

Oh-ee-yeah (Tale Spin)
Oh-ee-yoh (Tale Spin)
Friends for life, through thick and thin
With another tale to spin
Oh-ee-yeah (Tale Spin)
Oh-ee-yoh (Tale Spin)
All the trouble we get in
With another tale to spin

(Spin it!)
Ooh-ooh-ooh-ooh ...
(Spin it again!)
Ooh-ooh-ooh-ooh ....

Spin it
Let's begin it
Bear 'n grin it
When you're in it
You can win it
In a minute
When you spin it, spin it, spin it!
(hahaha) So spin it!

And take **1000 Choice Points** to help you compete.

Starting Location
Roll a d4 to determine where you start. Otherwise pay **50 CP** to choose your Starting Location.

1. Higher for Hire : Higher for Hire, originally called Baloo's Air Service, is a "one plane" delivery service in Cape Suzette delivering cargos to different areas of the world.
2. The Iron Vulture : An airship of titanic proportions, the Iron Vulture belongs to the fearsome Air Pirates of Don Karnage, who plunder the skyways at will from their fortress-like flagship.
3. Louie's Place : Nestled against the trunk of a giant banyan tree, the popular island nightclub called Louie's Place is the hottest refreshment spot in the South Seas.
4. Free Pick.

Age and Gender
Ages are 10+ 1d8 or 20+2d8 and gender is whatever you were previously. It is 50cp to choose your own age or gender.

Origins
Any origin can be a Drop In.

Side-Kick (0): The plucky youngster that generally idolizes and looks up to their older compatriote, this youngster is quick to adventure.
Delivery Pilot (100): A daring pilot that braves bad weather and air pirates to deliver his crgo.
Business Owner (100): The hardworking backbone of civilization these people work tirelessly to build profit and expand their influence.
Air Pirates (200): Cruel and selfish, the air pirate is out for himself and views others as nothing more than a source of treasure and booty.

Race
You can be any anthropomorphic mammalian animal.

Perks

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

Side-Kick

Surfing Maneuvers (100): You have amazing balance and surfing skills whether on water or in the air.

Navigating Skills (200): You have the ability to navigate your vehicle in any weather and are able to decipher and read maps.

Rough and Tumble (400): Due to your independent and footloose traveling growing up and tendency to hang around with the wrong sort of crowds, you have gained experience in the shadier sides of life from brawlings, to lockpicking, to swordfighting.

Delivery Pilot

Piloting Skills (100): You have amazing skill at piloting air crafts and able to get the most out of your vehicle.

Trick Flying (200): Piloting skill is all good and all, but the real test of skill is doing trick flying that most would say is impossible with the vehicle you are piloting.

Disguise for Every Situation (400): Whether trying to sneak somewhere or dressing in drag for the third time to trick someone into thinking you're someone else, you have a prodigious talent for disguise. **This skill gives you an easier time in passing off disguises no matter how quickly assembled, though the cheaper the disguise the less time they will fool others.** A plastic mustache may fool someone looking for you for only a couple minutes, but this may be enough time to allow you to walk out the front door.

Business Owner

Business Skills (100): You have an almost intuitive nose for business and find deals that are to your advantage. **Due to your extensive experience in business you can tell when someone is trying to cheat you in an exchange or business dealing.**

Employee Management (200): You have an excellent ability to manage your employees and get them to actually do their jobs. **You are able to see through your employees' deflections and ensure that they are not taking advantage of your generosity.**

Debt Buyout (400): If someone owes you or someone else a sufficient amount you can convince them to give you properties and objects they own in exchange for either covering their debt or to pay off what they owe you.

Air Pirates

Intimidation (100): You can project an aura of intimidation no matter what you may be wearing.

Seduction Skills (200): As a pirate captain you are an old hand at seducing others for your ends whether that is bedding or treasure. **This is a large increase to your ability to seduce others and get them to be receptive to any plans you may need them for.**

Intimidating Leadership (400): You are skilled at putting together a crew of misfits and scoundrels and using promises of rewards and acts of intimidation to keep them inline. **When you form a crew from the dregs of society or likewise undesirables you will not have any issues with mutiny and betrayal as long as you are sufficiently menacing.** If you decide to start delivering gifts to crippled orphans in front of your First Mate then this will not necessarily stop him from thinking you're weak and starting to plot your downfall. So make sure you shank a hobo in passing afterwards to reaffirm your menace and terror to keep him in line.

Items

Items may be imported into similar items weapons to weapons, clothes to clothes, etc.
Origins get their 100cp item for free and the rest are discounted to 50%.

Side-Kick



Sweater and Ball Cap (100): You get a copy or variation on the sweater and ball cap Kit wears.



Airfoil (200): The airfoil is an innovative design, a button at the bottom edge of the center causes the sections to fan out of or into a croissant shape, its aerodynamic design is perfectly balanced for flight. The airfoil can be used to "cloud-surf" in which you ride the airways at the end of a tow rope, you can open it during a free-fall to glide to safety. The curved shape of the airfoil also makes it useful as a weapon as you can hurl the airfoil like a boomerang. It is extremely durable, composed of lightweight airplane armor which could deflect bullets.



M.E.L. Automaton (400): The "Mechanical Electric Laborer" was developed to carry out household chores more quickly and efficiently than housewives and maids without the usual complaining or fatigue. Standing about four feet tall and constructed of high-strength, rust-proof metal, it glides across floors on motorized wheels and is able to lift several times its own weight. A vacuum hose on its back is a powerful rocket thruster package, enabling the robot to fly at incredible speeds. Two hose-like arms protrude from the robot's torso, ending in metal grabbers that can convert into a myriad of cleaning tools and appendages. M.E.L.'s sleek, oval-shaped head is fitted with a glowing red sensor screen that enables the robot to scan its surroundings.

Delivery Pilot



Baloos Button Shirt and Cap (100): You get a copy or variation on the button shirt and cap Baloo wears.

Inheritance (200): While not the $500,000,000 Baloo inherited and promptly lost, you inherit $1,000,000 dollars in the form of an extravagant estate, how your family gains this is up to you. **This renews each jump and roll into any other trusts or funds you have.**



Sky Plane (400): While not equipped with offensive weapons this beauty is designed to outfly, out maneuver, and outlast heavier more offensive planes. Will regenerate minor damage and with assistance patching more major issues.

Business Owner



Smart Suit (100): That's a smart suit you got there, very professional.



Sub-Electron Amplifier (200): The Sub-Electron Amplifier is a crystal that can generate electricity. Khan's creation is a miracle of modern science, almost magical. It is designed to excite the power levels of elementary particles far beyond their normal capacity. The result is a massive discharge of pure energy with no change whatsoever in the composition of the stone itself. This phenomenon makes the sub-electron amplifier the ultimate power source — one that never drains or depletes. The faceted design of the stone, though aesthetically pleasing, is shaped according to exact scientific specifications that prevent it from generating energy spontaneously. **Despite the sub-electron amplifier's outward resemblance to a jewel, its actual atomic composition differs totally from that of precious gems.**

Booming Business (400): Want a Post Office? Bar? Strip Club and Brothel? Well you have one now to keep you busy for the next decade. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps.**

Air Pirates

Awesome Pirate Clothes (100): Sweet pirate clothes that never get more than surface dirty or damaged, and any dirt and damage done to it just make you look better.



Unlimited Flintlock Pistol and a Sharp Sword (200): A flintlock pistol with unlimited ammo and a sword that never dulls.



Air Pirates Ship (400): Every aspiring Air Pirate needs a proper flying ship to actually be an Air Pirate, thankfully you have a ship with unlimited fuel and slowly regenerating abilities though a total crash will require user intervention to patch up for the regeneration to start working. Coke equipt with a number of weapons and boarding rope to capture enemy ships.

Companions

Companion Import (50-200): So you want to create your own piloting business? Maybe you want to own a bar and have your buddies run it? Or maybe you want to run your own sky pirate crew? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Canon Companion (100): So you want to take any other existing character from this world. Well then this option is for you.

Baloo and Kit (200): Do you want to have Baloo pilot you through your following jumps with Kit doing sick sky boarding moves off you enemies? Well now you can have fun chilling with Baloo.

Milf Bear (200): This is why you came to this jump isn't it. Well with this option you can invite her to come with you on you following jumps. I'm sure you can convince this bootylicious bear to go with you and expand her business empire across the omniverse. Just make sure you can keep her daughter Molly busy and safe so she can work without worry.

Don Karnage (200): Do you want to go pirating through the universe with Don Karnage and take what you want from who you want in the epitome of style? Then have fun doing so.

Drawbacks

Self-Insert (+0): Do you want to be an Ogre? A Princess? A Prince? A Donkey? A Farquaad? Well now you can. Buy their background and you can take the place of one of the main characters.

No Furries (+100): Do you hate furries? Then why are you here? Either way with this you won't have to deal with them as this will make everyone in this world human. Have fun being boring.

Fear of Heights (+200): You can't stand being high off the ground, hope you don't have a job as a pilot.

Plane Woes (+300): Any air bound vehicles you are on inevitably develop wear and tear and such massive and consistent errors that you would swear you had your own personal gremlins following you.

Air Pirate Everywhere (+400): You keep stumbling into the Air Pirates everywhere you go. No matter what you do you will end up in conflict with Don Karnage over your decade in this jump.

Lockdown (+600): You have no **Out Of Context** items, powers, or warehouse.

Shere Khan (+800): Shere Khan has found out about your jumper nature and is determined to focus his entire empire of Khan Industries and its massive private military and navy forces to capture you. He wants to see what he can get from you to expand his business influence and power.

Scenarios

Scenario 1 "*Rise of the Pillager Queen*"

Summery

The *Pillager Queen* is an ancient dirigible balloon that once belonged to Don Garbajo, the great uncle of Don Karnage.

Even then as well as now, Air Pirates prowled the skies, but at one point while Garbajo's ship was flying over Thembria after a possibly recent heist, the *Pillager Queen* was caught in a blizzard and crashed into a mountain, possibly killing Garbajo and his crew in the process.

Many years later a passerby thembrian discovered the entombed dirigible. This attracted the attention of Colonel Ivanod Spigot who hoped to acquire the craft and its loot for the country so badly that he bribed Baloo, Kit Cloudkicker and Wildcat (who were delivering refrigerators into the country) into helping by threatening to confiscating the *Sea Duck* and not letting the threesome leave Thembria. Unfortunately Don Karnage has also discovered the *Pillager Queen's* resting place and also hopes to claim his great-uncle's treasure

Will you go and claim the ship as your own? Help Don Karnage? Or help Colonel Ivanod Spigot acquire it?

Reward

If you go and manage to claim the ship then you get to keep it and use it during and after the jump, which will probably [piss off Don Karnage, though as a pirate he should know that possession is 9/10 of law.

If you help someone else claim it then you will get a copy after the jump.

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time as a hero or villain that much huh. Well have fun staying in this world of sapient animals.

Continue: On you go then, take you purchase, companions (voluntary or otherwise) and get onto your next conquest.

Updates

V1.0 - Jump Doc created