Generic Family Pet Jumpchain

V1.0 by Songless

You've seen worlds both mundane and fantastical, you've created and destroyed, inspired and experienced legends throughout the multiverse. Now, your next challenge awaits.

You will arrive in this world as a young puppy, kitten, or whatever type of pet you decide to be. Though you start in the local animal shop or shelter, a young and enthusiastic little boy or girl will quickly take a liking to you, convincing their mommy that *you* are the one pet they really want.

Yep, that's how it is. For the next ten years, you're going to be a household pet. Your world will consist of walkies, belly rubs, afternoon naps, and countless other such adventures. Do you think you have what it takes to be the best pet ever?

You have **1000CP**.

Backgrounds

Your new life awaits, but there are still some choices you need to make. As young as you are, there's really no background to speak of in terms of history or social connections - making all backgrounds effectively 'drop-in'. That said… what kind of pet are you going to be?
Regardless of your choice, you may choose your gender for free. You may choose to be any animal considered a 'common' household pet by default, regardless of background. Some animals will probably fit better in one background than another, but you can be a Diva Goldfish or a Troublemaker Great Dane if you feel that's the right life for you. Whatever your chosen pet form may be, you'll live out the full ten years without issue, and if this is longer than your species' normal lifespan, nobody will seem to consider this unusual in any way.
As for the exact details of your new living situation, you may freely choose such details, including the personalities of any (non-Companion) owners - so you won't have to worry about mistreatments, getting 'snipped', or other such issues unless you take Drawbacks to enforce those.

Man's Best Friend is the social support, the pet that always knows when their pals are sad or upset, and that always knows how to make things better. You bring comfort and happiness to all around you, with a playful but reliable presence. You are most likely a dog.

As the **Imperator**, you demand the best and you will *get* it. You have no owners, merely servants that will tend to your every whim and need, and you will claim the freedom to do whatever you like no matter what others might think about it. If you're not a cat, you're pretty good at acting like one.

The **Diva** is the charmer, the star, the sensation that everyone knows (or should know about). You've got a kind of charisma that makes it easy to catch people's attention, be it with tricks, acrobatics, or a singing voice that brings tears of happiness (or laughter) to people's eyes. You're probably some type of exotic, colorful bird, or a similar type of smart and attention-drawing animal.

Finally, the **Troublemaker** is the rough-and-tumble adventurer of the bunch. You're sneaky and playful, and you're a master at tricking others be they animal or man. Your pranks are delightful, and your determination to get where you're not supposed to be will overcome any barrier- even the waist-high ones! You're probably a ferret, domesticated rat or similar type of fuzzy and mischievous creature.

Perks

Man's Best Friend

- Adorkable (100CP, free for Man's Best Friends)

Who cares if you're a bit clumsy sometimes? Everything always seems to work out fine in the end, and nobody's going to think worse of you for tripping over your own four feet when you chased that ball with slightly more enthusiasm than you needed. Indeed, it seems that any kind of harmless accidents, mistakes, or poorly-thought-out ploys you end up involved in only work to make you more well-liked instead, rather than causing people to ridicule you or look down on you. Maybe it's the puppy eyes?

- Couch Comfort (200CP, discount for Man's Best Friends)

Sometimes it's the little things that make one truly love their pets - or their owners. After a long day of work and/or play, sometimes what you need the most is just a bit of contact and a lot of relaxing. No words, no *action*, just a gentle touch and quiet rest. You're the idea of cuddling perso… per-pet-ified, and can both draw and provide comfort from even the most minor of contacts. What matters is you're together.

- Puppy Therapy (400CP, discount for Man's Best Friends)

It's a sad fact of life that there are many who have pets not just for the joy of companionship, but because they genuinely need them. Depression, traumas from accidents and distant wars, any number of things could lead your owner to see only the bleak and grim things in the world. But things don't need to be this way - you're a certified Therapy Pet and have both a keen insight into psychology and therapy techniques and the ability to help others without even saying a word. From nightmares to knees scraped in the children's playground, with time any pain can be made a bit more bearable, and you'll know just where to get started. Just… consider that licking someone's face might be fine as a dog, but could draw some weird looks in future worlds, yeah?

- Inspiring (600CP, discount for Man's Best Friends)

Stories abound of pets going above and beyond, dogs visiting their former owner's grave for years afterwards, cats going into burning buildings to rescue their kittens, people motivating themselves with the power to help after finding their pets following natural disasters, and more children saved from wild animals by dogs and cats than can be counted on any number of paws. Why wouldn't they? Such stories resonate with people, and sometimes, even the smallest of beings can inspire the greatest deeds - the greatest emotions. Like those untold heroes, so too are you capable of bringing out the best in people with your actions. Act with compassion and determination, and you can bring hope to even the most weary and desperate. Your actions seem to become almost larger-than-life, and though the results of your acts themselves may become irrelevant in mere minutes, the lingering effects can remain with people for years. So long as you refuse to give up there will always be that distant ray of light, that promise that things will be better… and those around you will likewise be bolstered to keep going until things are made all right.

Imperator

- Grace Of Kings (100CP, discount for Imperators)

Making a misstep when your magnificence is out on a stroll simply will not do - one of your great standing and authority should never have to worry about tripping, running into walls, and other such undignified calamities. Fortunately, you have the natural reflexes and acrobatics skills to keep your pace steady and your jumps precise. Though an unsteady surface may still cause problems for you (wretched tea towels!), so long as you have a steady ground to stand on you'll never lose your balance.

- Magnanimous (200CP, discount for Imperators)

You rule from on high, the unknowable machinations of your human servants both beneath you and yet so frustratingly important at times. Fortunately, you are a kind master, and will teach your subordinates rather than immediately resort to punishment. Anyone under your authority, be it by being in your employ or because they otherwise look up to you, will improve much faster whenever you seek to correct them. Any mistakes they make are rapidly understood with new insight gleaned from your example, and unlikely to be repeated beyond exceedingly rare exceptions.
Next time, the food bowl *will* be filled on time!

- Beyond Reproach (400CP, discount for Imperators)

You walk with a purpose your lessers cannot hope to understand - but they may still try. You are far less likely to be punished for any wrongdoings, such as knocking an expensive vase off the window sill when you move past it. Indeed, those affected will instead try to find out *why* you did such actions - and through it, they're far more likely to realize the need for change on their part (like not putting expensive vases in places that are *obviously* part of your daily exercise routine). Pushing this too far will still cause problems, though. Threatening to push glasses off a shelf can be an important lesson for your so-called 'owners', but doing it too often might prevent proper training of your subordinates as you are forced to flee the dreaded spray bottle.

- Lord Upon The Throne (600CP, discount for Imperators)

Let's face it: being as fantastic as you are is just so much *work*. Sometimes, it feels like there's almost no time left for anything else. Fortunately, you're capable of relaxing *and* still get any of your work done. Spending half the day sunbathing normally wouldn't keep the other pets out of your garden, but for you… somehow, it just works. You still have to put *some* effort into your actual ambitions, but you could probably manage a full-time job with at most two or three hours of effort and five hours of… stuff.

Diva

- Soar And Shine (100CP, free for Divas)

Any pet can be made to look decent, if only with hours worth of combing and enough fur-o-fluff shampoo to drown a pony. But that's for B-listers and amateurs, and you're a cut above the rest. Not only are you already exceptionally good-looking by your species' standards, your fur or feathers shining with a healthy gloss, but you take exceedingly well to any further efforts to enhance your looks, both by yourself and by others.

- Tik Tok Tik Tok (200CP, discount for Divas)

Moving with the beat can be tricky, but you make it look easy. You've got a masterful control over your own movements, with spectacular timing and coordination skills. Whether it's dancing, drumming, or catching a frisbee upside-down and backwards, you've probably got a decent shot at pulling it off - and making it look *good*.

- Operetta (400CP, discount for Divas)

For a pet, being able to mimic sounds and voices is already a neat trick - countless pets find both enjoyment and lots of attention from a well-timed 'Can I have cookie?' and similar exclamations, after all. Some pets take it a step further and learn how to sing, or copy music tunes and so on, becoming true artists in their own right. You are a master of all such feats, your voice capable of mimicking sounds from music to speech to machinery with uncanny accuracy. With but a little practice, you could easily hone your skills to the point you could ask a question from a different room - and people wouldn't realize you're not the person you're impersonating until they walk in and see you instead of whoever they were expecting.

- The Rising Star (600CP, discount for Divas)

Putting pictures or videos online is easy, but it takes something a bit *extra* to really become famous. You've got charisma in spades, sure, but more importantly: as your fame grows, you'll find that your works, your activities, your *persona* begins spreading faster and faster. Like the most well-crafted meme, your every facet of existence seemingly entices more laughter, more inspiration, more… *participation*, from those who would learn of your existence. Rival YouTubers beware, for becoming a star has never been this easy.

Troublemaker

- Shadowfoot (100CP, free for Troublemakers)

Who is that, moving around on quiet tip-toes? Who is that, going where they're not supposed to be? Who's that, sneaking up on the unsuspecting humans to steal all their treats? It's you, Jumper! You've got a sixth sense for staying out of sight and moving unheard, and your instincts are honed to the point you can use your environment to the best of your abilities no matter where you find yourself (such as slinking away through shadows or hiding behind the slimmest cover). Go forth, and may no sock or keyring be safe from your ambitions.

- Infiltrator (200CP, discount for Troublemakers)

There are very few things worse than having set your sights on that *perfect* little trinket to complete your collection (until you find something shinier), only to find that you can't quite reach it! Fortunately, you're pretty flexible. Whether you're smaller than you look due to fur, or you're just that squishy, you can somehow get through gaps, openings, and other such small places with *far* greater ease than you should. It won't quite let you become as flat as a piece of paper, but you can now squeeze yourself through openings no wider than your ribcage with little difficulty… and even gaps as small as your head, if you don't mind some serious discomfort.

- Sneak Thief (400CP, discount for Troublemakers)

Calling it 'stealing' is so… so *barbaric*, really. After all, how could they keep that interesting thingie to themselves when you *obviously* need it more? You're a master at distracting people, getting past supposedly-locked gates or doors, and even have some solid pickpocketing skills. Make no mistake: you're a master thief, and no matter how you try to get what's not supposed to be yours, you've got pretty good odds at *getting* it.

- Master Brigand (600CP, discount for Troublemakers)

Of course, making trouble isn't so great when your 'owners' take away your hard-earned plunder a little while later. Fortunately for you, you're the undisputed master of hiding your stuff where no-one can find it. More mundane methods of tracking down anything you've taken care to hide away are effectively useless, so if you, say, bury something in the backyard the only way to find it would be to grab a shovel and dig *everywhere*. Even if people were to use more advanced methods to try and take back your shinies, like metal detectors, psychic powers, or some other way to cheat you out of your loot, you're still good enough to make sure your stuff is hidden in the last place they would look.

Undiscounted

- Exotic (200CP)

Remember that part about being any *common* household pet? Well, with this Perk you can choose to be something else entirely. Your choices are now expanded to include pretty much any animal that can be kept in captivity, and your barely-existing history will change to fit.

Instead of a regular house cat, you could be a Cheetah cub rescued from an animal smuggling ring, for example. In addition to changing your base form during this jump, with all the benefits and/or disadvantages inherent in your new form, you also gain a sizable increase in charisma. You stand out, after all, and that brings both attention and entirely new opportunities of its own.

- Animal Senses (100CP per purchase)

Being an animal will likely already get you some enhanced senses - eyes suited for nighttime hunting, a nose that can track people across a city, and potentially more (depending on the type of animal you chose to be). With this option, you can further increase your senses. Each purchase grants you a sense on par with any animal found in modern-day life, be it by improving an existing sense or granting a new one outright. Improvements such as ears comparable to those of a bat, sensing magnetism like certain birds, and giving you the infrared vision of snakes are all possible options.

- Lazy Days (Free or 100CP)

As relaxing as belly rubs may be, there's always the chance that being a pet for ten years might become a bit… boring after a while. There's only so many times you might want to bring back the ball, after all, especially if you're the kind of Jumper who's already conquered galaxies, reshaped human history, and otherwise had adventures beyond comparison. That said, being able to enjoy the little things in life can be very rewarding, and now you're guaranteed to be able to do so. You can find joy and happiness in just about any activity if you bother to try, and while it doesn't prevent you from getting *bored* as such, it does ensure that even if you get tired of one thing there's always going to be something else you could do instead. Even if it's just lazing around on the couch with your owner.
You receive this Perk for free during your stay here, and may choose to keep it for an additional 100CP.

- Nap Time (100CP)

Some pets are diurnal (i.e. they're awake during the day), some are nocturnal, and some prefer the twilight. And then there's you. Regardless of what your base form would normally like, you can now set your day-and-night rhythm to anything you wish. This doesn't remove your need to sleep, but you can choose when and where to rest. Aside from making sure your naps don't get interrupted by excited school children coming home, it also helps take the edge off any jet-lag you might face… and if you absolutely want to, it also gives you the ability to hibernate.

- Hypoallergenic (100CP)

Countless pet owners have run into problems once they brought their newest member of the family home - allergies can be crippling, and not all of them are easily noticed. However, certain breeds of dogs, cats, and other animals are less likely to trigger allergies, and now you too possess this surprisingly valuable background. Indeed, unless you actively ensure it *does*, your body will never cause any 'automatic' adverse physical reactions in others. This means that, for example, your fur will never tickle, any shed hair or skin cells will not cause asthma attacks, and you could even become a 'universal donor' regardless of your blood type.

- Finding Your Way Home (200CP)

Stories abound of pets who were abandoned or lost far from home, only to travel countless miles to make their way back to where they came from. Whether it is seeking your 'home' or finding any other place you've been to, you have an almost unshakeable sense of direction. You could make your way through the most twisting collections of streets and alleyways without even *considering* looking at the map, and much like certain birds you always seem to know where 'north' is - at least if such a direction applies to your current location.

Items

All options in this section may be bought multiple times. Any 'Free' items cost 50CP for additional purchases after the first. All items automatically repair to pristine condition over a week as appropriate, or they are replaced in the same amount of time if lost or destroyed.

- The Pet Gallery (Free)

How better to commemorate your time as a household pet than by keeping a few souvenirs from your time here? You gain a collection of pet-themed bobbleheads and pez dispensers, which will expand to include new variants for any 'new' pets you might encounter in future worlds. As a free extra, the pez each have a different flavor but are guaranteed to be tasty, *and* they are enjoyable and safe for any pet to eat regardless of species. Now, even dogs can enjoy chocolate (pez) without worries!

- Pet Bed (Free)

Every pet needs a place to rest, and this is yours. Though it's merely a simple pillow, cage, or other such sleeping place, it's quite comfortable and entirely yours. It's well-suited for a pet of your size and temperament, ensuring it's always comfy - though little more than that. At least you can be sure that since it's eminently *yours*, you'll never have to worry about other pets trying to push you out of it or otherwise attempting to claim your spot. It automatically cleans itself whenever you're not paying attention, too.
In future worlds, you instead gain the ownership of a tiny apartment that retains these advantages, the rent already paid in your name for a decade and the landlord sufficiently uncaring they won't bother you unless you *really* mess things up.

    - Jumperhouse (100CP)

What? No, of course this isn't just a *dog*house, you could be something entirely different after all! Regardless, this purchase expands your Pet Bed into a full-fledged accommodation, either inside or outside. You've got a lot more space for yourself, including plentiful storage room for any squeaky toys, stolen socks, and whatever else might strike your fancy. It's guaranteed comfortable no matter the weather, too, which may be useful if you'd like it to be outside in the garden. If it's inside, it comes complete with a catflap or comparable entrance, and regardless of how you elect to place it you'll find you're easily left alone if you want some peace and quiet.

In future worlds, this upgrade ensures that your original ‘Pet Bed’ owned property is improved to at the very least an upper-middle class detached home, with anything else you’d expect from such a house and adjusted to fit the surroundings and setting it’s in. Perhaps a sizable garden, or a pool for relaxation or exercise?

- Ultra Deluxe Pet Pampering Suite (100CP, requires ‘Jumperhouse’)

The top of the line, the best of the best, the pet home to beat all other pet homes, this magnificent place is now yours to enjoy. If you were a hamster, this would be the kind of massive hamster home with tubes crisscrossing an entire house and into the garden, with a near endless range of nooks, crannies, hamster wheels, observation decks, space to explore or hide or whatever else you might get up to. Of course, if you’re a different kind of animal it would be an equally vast facility purely for your enjoyment, adjusted to suit your needs and wants as might be required. Your owners are probably some sort of pet-obsessed fanatics, but whatever. This place is good enough that you might not even want to go out for walkies anymore.
In future worlds, your home now becomes a magnificent penthouse, mansion, or other such kind of property only found in the hands of people with vastly more money than common sense. Enough bathrooms to house a good number of families, a garage that all but *screams* for a dozen expensive sports cars, maybe even a helicopter landing pad or yacht mooring pier…

- Squeaky Toys (50CP, free for Man’s Best Friends)

Effectively indestructible (unless you’d like otherwise), this extensive and automatically-replenishing supply of toys includes just about every kind of stuffed animal, chew toy, fake bones and whatever else you might find in a pet’s jaws at any given time. Perhaps even a sock or two. Somehow, these toys are *always* going to be entertaining and cheer up whoever uses them, though depending on how gloomy the user feels more lengthy sessions may be required. They’re also surprisingly good as ‘gifts’, and dropping one in the lap of someone who’s crying their eyes out will often see them at least try them for a bit just to humor you… at which point they’ll start feeling better.
The toy collection automatically adjusts for any other pets (and pet owners) you might encounter in future worlds.

- Collar And Tag (50CP, free for Imperators)

Bah, those foolish servants can’t seem to handle a world without their true leader. Though they know it is folly to always know where you are, at least they’ve ensured that any who meet you will know of your splendor. This item, inscribed with your name, acts as an identifier for your magnificent persona for any who would seek to know your identity.
In future worlds, you’ll find it keeps this functionality, taking the form of a passport or any other form of ID you might need wherever you go and ensuring there’s a valid entry in whatever basic citizen registry you find yourself in. Unless you’d rather not have that, of course - even one such as you might want some anonymity from time to time.

- Iconic Rhythm (50CP, free for Divas)

This set of music albums always seems to be updating with new, catchy songs to listen to. But it does more than just provide some auditory enjoyment, for the music here is guaranteed to be supremely useful for anything that needs to be 'recognizable'. Do a dance routine to these beats, and you'll already be ahead of the competition. Sing along, and you're one step closer to being the next Pet Presley than you otherwise would be. It'll automatically adjust for any future settings you're in, incorporating musical styles from other cultures and peoples as readily as it would the more mundane stuff.

- Secret Stash (50CP, free for Troublemakers)

This small collection of trinkets, thingamabobs, stuff and whatevers slowly replenishes with new and interesting finds, ensuring there's always something interesting (and shiny) to play with. It's probably hidden somewhere hard to find, but it's also sufficiently close by you can get to it within a few moments (in case you've acquired a new… ah, *addition* to your collection).
While mostly consisting of stuff that's pretty or shiny but not necessarily very useful during your stay here, this replenishing stockpile of goodies can be transformed into a regular income in any future worlds you might find yourself in. Not enough to be rich, but enough to live on if you spend diligently… and maybe steal some other stuff too, right?

- Jumper Brand Pet Food (50CP)

Whether wet food or dry, vegetarian or made with grade-A real beef, canned or bagged, this pet food is some of the best available on the market today, and it's perfectly suited for both your tastes and your dietary needs. The supply is effectively infinite, with deliveries happening once every week or so. As a bonus, this splendid food supply will never cause you to gain weight beyond your healthy limits, so there's no need to restrain yourself. Well, maybe a little bit. Your owners might not be happy to find cat food spread across the entire living room, after all.
In future worlds, you receive a similar supply of high-grade foods, of sufficient quality they wouldn't be out of place in a three-star restaurant.

- Flea-Be-Gone (50CP or 300CP)

Sure, it's a bit unpleasant, but the fact remains that protecting yourself from infectious diseases, parasites, and other such health problems remains very important. Fortunately for you, this treatment ensures you are immune to all mundane forms of disease, so you won't have to worry about picking up anything *unpleasant*. The treatment, which may take the form of a pill, vaccine, or other such kind of medical process, will automatically adjust each time you travel to a new world; you get a new treatment for each world and will need to use it again to be fully protected. Booster shots are a thing, after all.
For a total of 300CP, you instead gain a replenishing supply of this treatment and all the relevant documentation you might need to make more.

- Deluxe Hamster Wheel (100CP)

Well, it includes a wheel, anyway. Rather, this purchase gets you a wide array of exercise equipment, from hamster wheels you can run on to a pool for swimming. They automatically adjust not only for your current form (pet or otherwise), but they're also guaranteed to be suited

for whatever physical exercise you might want to do. This means your hamster wheel remains useful even once you're fast enough to pass the sound barrier, for example, instead of exploding into tiny plastic pieces before you've even reached a 'mere' ten million revolutions per minute. Oh, yeah, it'll let you measure how well you're doing too. Good for putting another pet-related entry in the Guinness Book Of Records, perhaps?

- Next Door Walking Service (100CP)

Sometimes your owners simply can't spare the time or effort to go out for walkies with you, but every pet (or most of them, anyway) needs some time outside for fresh air and exercise. This dog walking service caters to just about any kind of pet (not just dogs), but perhaps their most interesting feature is their… well. Let's just say they have more enthusiasm than actual competence. Regardless, they are *trivially* easy to escape from at any time, yet because people know where you're *supposed* to be, they won't actually bother checking. After all, you're with the dog walking service, right? It's the perfect alibi for doing all sorts of naughty or secret things around town, and so long as you make sure you're back where you need to be before your time is up and your owner comes to pick you up, the service won't even tell anyone you were gone! Maybe they're embarrassed they let you slip away? Again?
In future worlds, this will take the form of a similar service, from taxis to bodyguards, that are all equally easy to 'give the slip' and fool people into thinking you're somewhere you're not.
Of course, there *are* still limits - if people actually recognize you doing stuff with their own two eyes, for example, they'll at the very least wonder what's going on and might investigate.
Still, this kind of alibi is hard to get… until now.

Companions

- The Pet Squad (variable cost)

Sure, you could explore the neighborhood on your own… but it's more fun having friends to do it with! This option allows you to create new Companions or import existing ones, costing 50CP each or 200CP for eight Companions at once. Each has a background of their choice, 300CP to spend on Perks or Items and the option to gain further CP through Drawbacks. Feel free to decide if they are housed at neighbors or across the street, if you all live together in a single house, Crazy Cat Lady style, or some other situation that makes sense.

- Old Buddy, New Pal (50CP per purchase)

Or… rather than seeing some of your current friends in your time here, perhaps you'd like to bring back that special buddy you haven't seen for years, decades or even centuries? This Companion option allows you to import a single pet (or animal of pet-like intelligence) that you've met in one of your previous jumps. Yes, you can even bring back your family dog that you had to leave behind when you began Jumping, or a pet who passed away and was sorely missed since. They may be turned into a regular companion (gaining CP as with the option above) or, if you prefer, kept as a mundane pet instead of a full Companion. In this form, they

receive the same resurrective immortality usually provided to Companions, but cannot be imported or gain CP - but they also do not take up a Companion slot.

- Masters and servants (variable cost)

Finally, there's the 'boring' option. This Companion purchase functions much like The Pet Squad above, except you may create or import human Companions. They will act as your owners during this jump. Any Drawbacks they take are re-styled such that they will apply similar effects suited to humans instead.

Drawbacks

- Out Of The Ordinary (+0CP)

By default the family that will adopt you is going to be a middle-class family composed of a husband and wife with a young son and/or daughter. That said, if you would like to live somewhere else, this is your chance. You may freely alter your adoptive family in terms of numbers and/or personalities, as well as their living situation. Is the father a filthy rich CEO hoping to give their ditzy daughter some life experience by having her care for a parrot? Sure. Want your 'family' to be the police so you can track down smugglers and crooks by being the best drug sniffer dog in the world? Go for it.

- Super Magical Pet Adventures Forever (+0CP)

Sure, you can do some pretty interesting things here, but ten years as a pet is… well, maybe not the *most* exciting ten years ever. Taking this Drawback allows you to change the 'adventure' level of the world anytime you wish, guaranteeing stuff for you to do (if you feel like having an adventure, anyway). This ranges from completely harmless good fun like children's cartoons (think the most cheesy sides of Scooby Doo) to the world's domesticated animals being the last, secret, line of defense against Things Man Was Not Meant To Know (And Therefore Doesn't), or anything in between. Do be careful though: created adventures don't change. Lowering the adventure level after setting it high enough to cause an alien invasion doesn't actually make the aliens any less dangerous or more likely to go away again. Don't bite off more than you can chew.

- Pet Story Mode (+0CP, incompatible with 'Super Magical Pet Adventures Forever')

Rather than appearing in a generic world similar to real life, this option allows you to instead convert this jump into a visit to any setting where the main characters are pets or similar animals. Think 'An American Tail' or 'Tom and Jerry' and similar types of settings. You may not use this mode to go to a setting that already has a jump of its own, but you may use Generic Family Pet as a supplement instead if you want to combine it with an existing jump that meets these criteria. Your background from the 'base' jump overrides anything from this jump if there are any conflicting details.

- Runt (100CP)

Well, seems like you ended up being the small one of the litter. Or something. Your physical abilities are noticeably reduced, with your overall size and strength being pitiful at best. Nothing's stopping you from having fun anyway, but you'll be a much easier target for any other animals nearby - bullying is a thing in more places than just high school, after all, and that's before you add in the problems your physical limitations might introduce beyond that.

- Oversensitive (+100CP)

Many pets have far more refined senses than humans - dogs can smell things with such finesse they're used as drug hunters, cats can hear a mouse scurrying around from halfway across a house, and many birds have eyes that might as well have built-in 'zoom' functions. But unfortunately for you, one of your senses is just a bit… *too* good. Maybe smells become overwhelming, or the noise from the world around you deafens you in a maddening cacophony, but whatever the case may be, you'll be struggling with it.

- Irritating (+100CP)

As the name implies, you're… no, not like that. At least, not guaranteed. Rather, you have a nasty tendency to cause allergic reactions in people around you. Runny noses, puffy eyes, the works. People will get used to it over a little while, so it's at most a minor inconvenience after a few weeks, but anyone who's not around you all the time also rapidly loses that protection. Expect strangers to become a *lot* more wary of you and for new friends to be a lot more rare than before once your reputation spreads.

- Sickly (+100CP)

Ah, it seems you're a 'Designer Pet', true-bred to exquisite requirements and, consequently, not exactly the healthiest of animals around. Have you ever seen Pugs, or how badly some true-bred horses' lives end up being? Well, you're one of them now. Your owners still love you of course (unless you really piss them off) so they'll do what they can to help you deal with any health problems. Unfortunately, that usually means having to take foul-tasting medicine to prevent any of the nastier symptoms, and you'll end up with more and more problems the older you get. Take it easy, okay?

- Playmate (+100CP)

Ahhhh, children. So enthusiastic, so filled with energy, so ready to play with you… what do you mean, kids are horrible, careless little shits? Well, they are now, and they're *everywhere*. From uninvited harassment at the dog park to getting stuff thrown at you while you're out exploring the neighborhood, the children just won't ever stop. Even at home you're not safe - the kids that adopted you might be better than some of their peers (what with actually *caring* about you), but peer pressure is still a thing.

- Stray (+100CP)

Originally, you were going to start in a pet shop, about to be adopted by a family. With this Drawback, that's no longer the case. Rather, you wake up in the street, having no home, no future, nothing. You'll have to earn your place somewhere instead of getting adopted, and while

you'll obviously only have to do so once, strays finding a home is a well-known but still rare occurrence. Good luck!

- Splendour (+200CP)

Oh my, you're *famous* now. Or at least, your owners really want you to be. You're forced to regularly attend all sorts of pet shows, parading around for points, doing tricks, and whatever else you might end up getting roped into. You can't say 'no', of course, and no matter how poorly you perform your owners never give up on their dream to see their precious become the Greatest Pet That Ever Was. Better hope you're ok with doing the same inane tricks over and over...

- Rivalry (+200CP)

Whatever family you've found yourself in decided to get (at least) two pets instead of just you, and unfortunately it seems your new counterpart is… well, about as perfect an antithesis as you can get. They get on your nerves, they always disagree with you, they always hog the nice chair for when you want to take a nap… in short, they're utterly infuriating, and in terms of 'pet-ness', they're always just a little bit better than you. And you can't get rid of them in any way, or otherwise stop them from making your life miserable.

- No Chocolate For Jumpers (+200CP)

No! Chocolate is *bad* for dogs! And you, even if you're not a dog. But you so, so very much want to have some chocolate… or maybe it's something else? Whatever the case may be, you're now horribly, horribly tempted by something super nice that's gonna really mess you up if you eat it. Or play with it. Or something. You'll be able to control yourself with an effort of will, of course, but it's always there. Waiting for you to take a bite.

- Unfriendly Friends (+200CP)

Oh, you're just the *cutest* little Jumper, aren't you? Yes, you are! Unfortunately, no matter what you do people seem to constantly get in your personal space to make *sure* you understand that. Even if you really don't want to be picked up, or hugged, or kissed, or whatever irritating little thing they decide to do to you. And they never learn. Try to escape before your owners' family comes over, or you'll know Hell in glorious, intimate detail.

- Crippled (+300CP)

Something's gone very, very wrong with you. There are countless stories of people going above and beyond for their pets after grievous accidents or injuries, and now… now you too will have to live with such consequences. You effectively lose the use of two of your limbs, or something similarly disastrous, with no possible method being available to heal your injuries.

- Feral (+300CP)

Perhaps you were put back in the adoption circuit after you were treated badly by previous owners, maybe it's bad breeding of some sort, or even the lingering effects of a rabies-like disease. But whatever the case may be, you have some *major* problems with aggression and

self-control. Even the slightest provocation can send you into a frenzy unless you're holding your mental self with a metaphorical iron grip, and your incoherent anger at the world is always simmering just under the surface. Your (new) owners know you've got a problem so they won't immediately have you put down the first time you go off the handle, but that does *not* mean it's consequence-free, either. Can you live your life knowing you're always one bad day away from disaster?

- Nothing But A Hound Dog (+300CP)

Or nothing but *something*, anyway. You'll have to make do with being just a pet, because you lose access to any advantages you might have gained from previous jumps, including Perks, access to your Warehouse, and so on. You effectively have nothing but your purchases in this jump and your Body Mod (adjusted to fit a pet body instead of a human).

Ending

So, you've spent ten years here. I hope you had fun, and whether you were a good boy or not, you've got a choice to make…

First, if you are simply tired of jumping, you can choose to **go home**, keeping anything you've acquired during your chain but ending your travels and returning to your home reality at the moment you left. This is the only option you may take if you died during this jump.

Alternatively, if you've come to love this world and the people and pets in it, you may choose to **stay here**. You keep everything from your jumping days but will spend the rest of your life in this setting.

And finally, there is of course the chance to **move on**. You leave this world and continue on your chain to more adventures, more worlds to visit, and more… well, everything.

Regardless of your choice, any Drawbacks you've taken here will stop affecting you, and your animal body becomes an alt-form during any future jumps.

Notes

All the Perks and other purchases work regardless of your form, you don't need to remain in your pet form (or even be an animal at all) to use any of them. Abilities you get from your base form but not Perks are still limited though - being a snake doesn't suddenly give you poison fangs as a human.