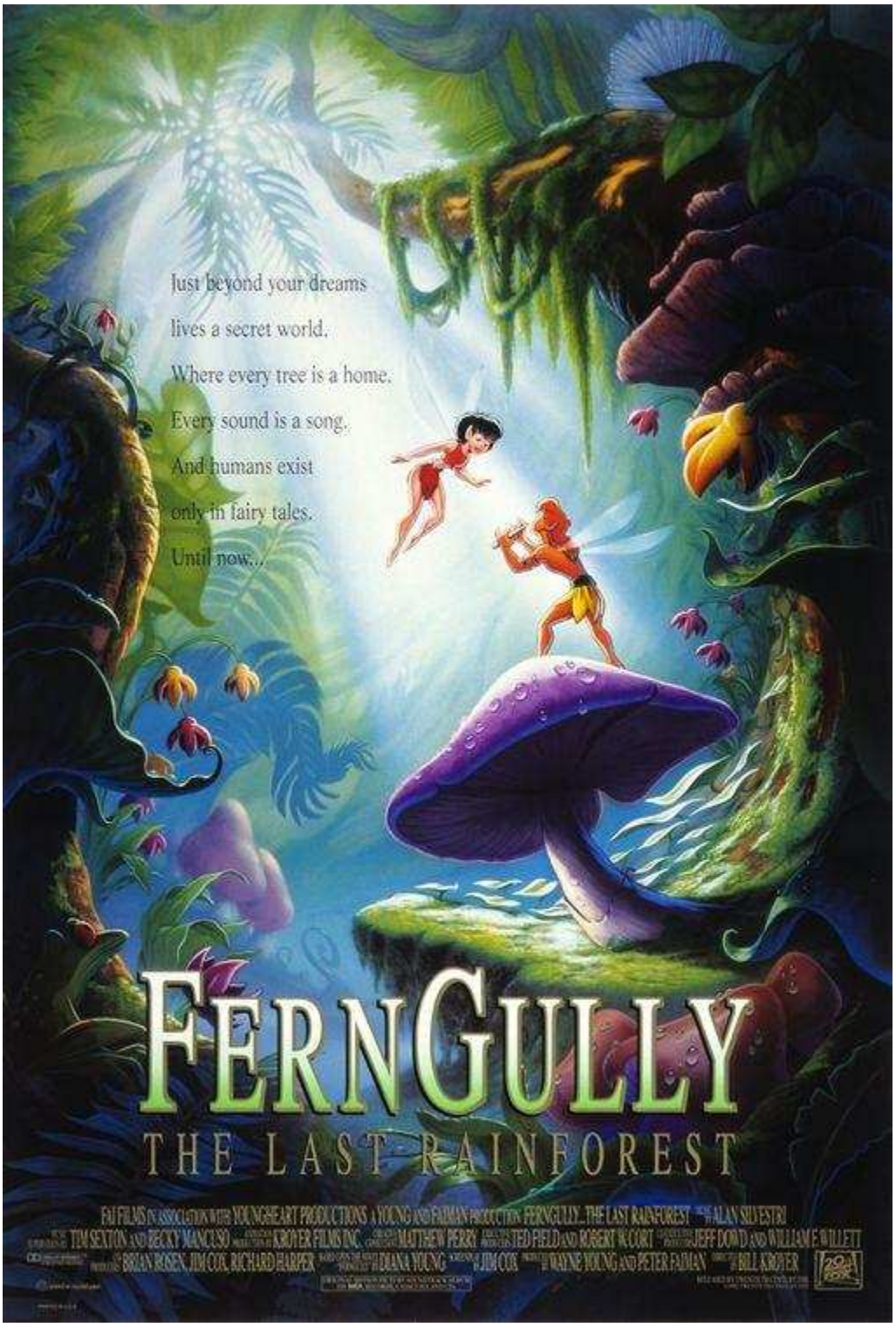
Ferngully the Last Rainforest

Version 1.0.0



Just beyond your dreams lives a secret world. Where every tree is a home. Every sound is a song. And humans exist only in fairy tales. Until now…

Welcome to the world of Ferngully, a story of fairies, deforestation, and spirits of pollution. You will be arriving here as the film begins and staying for 10 years. If you do nothing a fairy will find a human for the first time in untold ages and events will result which lead to the escape of an ancient spirit of destruction, and the near destruction of Ferngully the home of the fairies.

And a few years later poachers will come and lead to another, not as memorable adventure for the fairies.

For your time here have these:

+1000 Conservation Points

Hopefully they'll help you in your time here.

Location:

You begin in the same rainforest that contains Ferngully. As a tree spirit or animal you may even begin in Ferngully proper, as a human or a dark spirit you will begin somewhere further afield.

Age and Gender:

Your age and gender can be any within the range for your species. If you take the Magi drawback you will automatically be locked into the extreme old age for your species whatever that is.

Species:

What species are you in this world? You will gain memories and a life appropriate to the chosen species, though you may forgo these if you'd rather drop-in. Your species will give you a 50% discounts on associated perks and items, with the associated 100 CP perk and first copy of the associated 100 CP item free.

Human: You are an ordinary human. Maybe you can help convince your fellows not to destroy the natural environment, or maybe you can find a way to profit off of it.

Animal: Select any wild animal found in Australia. You are a member of that species with all associated traits and capabilities. Post-jump this will become an alt-form for you. Your lifespan is increased to human levels, so you don't need to worry about dying due to being an animal that wouldn't normally live a decade.

Tree Spirit: You are one of the tree spirits, or fairies. While without other perks you will be like the Beetle Boys unable to fly and with little in the way of magical talents and capabilities, you may be a powerful force for nature. You are about 3 inches tall, and post-jump this will become an alt-form for you.

Dark Spirit: You are a spirit of destruction, kin of sorts to Hexxus himself. Without taking perks you will be limited to a solid form, between about half a foot tall to human height, and with no particular benefits from this choice, but your discounted perks may make you a creature closer to Hexxus.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Human Perks

Cool Means Hot (100): You have a certain *talent* for communication. Even if you're talking in a stream of slang or idiomatic language you can somehow express yourself to others with only minimal confusion and a brief explanation. This also makes you good at picking up new languages. While this won't immediately teach you a new language, you have an instinctive understanding of slang and idiomatic language which will help you figure out what is meant where a literal translation would fail.

Acrobat (200): You could be in the circus with your skills. You have an excellent sense of balance, able to stand and move on speeding vehicles, extraordinary jumping skills helping you to - if you were shrunken down to the size of a fairy - jump from limb to limb without falling, and even if you do fall you are skilled at falling safely. In fact you seem lucky with falls as well, more likely to land somewhere that will break your fall. These do all work best when you're not thinking about it, and just acting, like in the heat of the moment when your friends need you.

Where'd You Learn to Shoot Like That (200): You have all the skills needed to be a not-so-great white hunter. You know basic camping and wilderness survival rules, enough to lead an expedition into the wilderness, and how to track and hunt wild animals; well at least with the help of dogs and guns. Finally you are a fairly skilled shot with a gun. Nothing superhuman, but you have certainly had a lot of practice and could be a sharpshooter if you decide to give up poaching.

Amazing Shrinking Jumper (400): It'd be a shame for you to arrive here and be stuck standing about 2 dozen times taller than the main characters. You now possess the ability to shrink down to as small as 1/50th your normal scale, to grow back to normal height again, or stop anywhere in between. This only takes a few moments, the space of time you might move a step or two.

Our Closest Friends (600): Humans once were the closest friends of the tree spirits, and with ones like you they could be again. At least there's something about you that makes fairies, fae, elves,nature spirits, and even nature gods, just seem to like and trust you. Oh this trust can be broken, if you openly betray them or reveal that you're a logger who was helping destroy their home, but you'll find it relatively easy to win back into their favorable graces. And as long as you haven't done something in particular to anger them they'll consider you a natural friend, and even the more capricious and fickle versions will be hesitant to hurt you. And yes this attraction to you can extend to romantic if you'd reciprocate it.

In addition to this kinship that nature spirits feel for you, you seem to have a bit of empathy for nature. By touching a plant you can get a general idea for its health, and, if it is not healthy, what is ailing it. This idea works best for when the cause of its illness is artificial pollutants, but can still function for more natural causes.

Animal Perks

Batty Banter (100): There's something Robin Williams-ish about you. You seem to have a talent for comedic speech, especially when it involves dropping in pop culture references or near non-sequiturs. It's like performing for an audience is a new instinct you've developed.

Timely Arrivals (200): Batty seems to have a pretty good sense of when to arrive. At least he's good at arriving at Ferngully when action is about to start. He reaches it right before the story begins, and he returns just in time to warn about the humans in the sequel - not that they listen to him.

You now share this quality, seeming to arrive at places right before interesting events will happen. This won't cause the events to happen, if nothing is going to happen interesting at a place nothing interesting will happen, but it seems to help ensure that if something will, you arrive when it will (or maybe it happens when you arrive). This doesn't have to be great adventures, it could just be arriving at the same time the circus comes into town, or even more day to day excitement like a shop having a major sale.

Where's My Nugget (200): A mother has to protect her children. And an animal has to save its fairy - or even human - friends. When you're fighting to protect someone who is dear to you, you're just a little bit faster and stronger, your determination letting you surpass your normal limits. Of course it's your determination that's really something. Even as a normally cautious creature you could charge into the very maw of a monstrous machine, or fight your way through a forest fire without flinching for those you care about.

If you also have **Timely Arrivals** you will find that you can decide on an individual to watch over and protect, and you will be particularly skilled in arriving in the very nick of time that they need you. Of course once this instinct to go to their aid kicks in you need to fly to it immediately, you won't be given any more time than the minimum to save them.

Stronger Than You Look (400): You are, quite frankly, stronger than would be expected. As a bat you might manage to fly through the window of a building, or as a lizard you might be not only stronger than a dog that's a little larger than you, but strong enough to break a bear trap with a single swipe of your claw. Whatever you happen to be you are stronger than you should be for your species, by a noticeable extent.

Intelligent Animals (600): Animals in this world are fairly intelligent. Oh, some are pretty dumb, but except for inventing technology they seem rather close to humans in

range of intelligence. They can even all talk to each other, fairies, and even humans. Well at least the wild ones in Ferngully, and Batty, domestic dogs are apparently rather stupid still.

Now you seem to bring this with you like a virus. Any animal you interact with will gain human-like intelligence over the course of a week to a month depending upon how much you interact with them. They'll be able to talk and reason, though they'll remain in touch with nature and their place within it. They'll even be able to spread this intelligence to other animals, who can do so as well, though it will take longer than from directly interacting with you.

You can toggle this on or off at will, and can choose not to make animals you render intelligent 'contagious', or turn it off for all such animals without turning it off for yourself (or have it off for yourself and on for animals).

Tree Spirit Perks

Bodacious Babe (100): You have the looks of a main character. You're a natural 10 without any make-up or work, with a body type of your choosing whether you'd like to be chiseled and muscular like the layabout Pips, or curvy and feminine like Crysta. And you find this is self-maintaining; even in a jungle your hair will not get more than attractively messed up, and you'll never have to deal with disgusting sweat or body odor, or even having to exercise to keep your appearance ideal (though this won't stop your body from getting weaker so use those muscles).

Flying Fairies (200): You can fly. You now possess a pair of fairy wings that can form on your back which allow you to fly despite the aerodynamic difficulties of bipedal flight. This is surprisingly agile flight, and should you need to go faster you can let fairy magic fill your legs, causing them to glow brightly as you zip about at speeds several times what you can run; even as a 3 inch fairy you'd be faster than a human could run.

The Harmony of All Living Things (400): You have a deep insight into ecological systems, and the natural balance of Earth's - or other world's - cycles. This is greatest for forest ecosystems, and in a forest you could tell how the entire web of life interconnects, and serve to teach others, but even in other natural ecosystems you can quickly come to understand their internal connections and how nature's cycles affect them. This is weaker the more artificial an ecosystem is; an ecumenopolis (that is a city world) or space station will mostly reduce you to applying your knowledge of other ecosystems to guess.

Miniature Gaia (800): All the magic of creation is in everything, but not everyone seems able to use it effectively. You seem to be able to do so, however. You possess a talent and skill with the magic that fairies use at least equal to Crysta's own at the beginning of the film. With time and practice you could equal Magi's mastery or maybe even go beyond. This magic seems to be best at stimulating the growth of plant life, even weaponizing it in the form of flexible tree growths that you can manipulate, but has been demonstrated to be able to transform ropes into trees, give bats fairy-like vision, give people fairy-like size, reshape human flesh, perform short range teleportation, and use plants to seal spirits of destruction and pollution.

If taken as a Dark Spirit you can instead have twisted magic of destruction and pollution. It will be roughly as powerful, but instead of tending to nature will focus on spreading destruction far and wide.

Dark Spirit Perks

Sensual Voice (100): You have an absolutely beautiful voice. The sort of voice that's an 11 or 12 out of 10. Smooth and attractive as a talking voice, you'll find yourself easily taking to singing and voice acting as well, with exquisite control of your voice. You might be able to pick up some very confused fans as a monster of living pollution with a voice like this one.

I'm Really Getting the Hang of This (400): Hexxus lasted since prehistoric times sealed in a tree. It took him all of 5 seconds to come to understand modern technology, and moreover how to effectively deceive and motivate people to do his bidding.

Now, like Hexxus, you seem to quickly adapt to changes in culture and society. This is quickest with technology, you won't instinctively know how to build it, or even details of its operation, but you will be able to at a glance figure out its purpose and general use. While you won't know the science behind technology, you will understand how to use it for your purposes.

Similarly you have an instinct for what sort of lies could be used to motivate someone to aid your goals. You won't know anything too specific, but general ideas will come to you easily.

Toxic Love (600): You are no longer limited to being solid matter. You have truly become a creature of pollution and toxins. Like Hexxus, you can now exist in the form of animate toxic sludge or poisonous smoke and gas. You can shape this sludge or smoke somewhat, though you will find generally amorphous or replicating your normal form are the easiest ones to shape. You are able to change between these states of matter with ease.

As a creature of toxic materials you are highly corrosive and poisonous to most living creatures, resistant to conventional weapons, as well as other poisonous and toxic hazards.

If taken without a discount you may choose to instead be a creature of water able to transform into a dense fog or cloud.

Spirit of Destruction (600): To be a spirit of destruction requires you to possess power. And this will give you the power to obtain that power at least. You are now able to absorb pollutants - such as oil and smog - to grow in size, strength, and power, swelling larger as you absorb more and more pollutants. The more your strength grows the more pollution you will need to grow further, but you could grow to towering size off of a single

industrial machine, and if you happened to be freed to feed upon the pollutants of the modern world you could grow to truly titanic sizes and world-threatening power. And this is not purely physical strength, your spiritual and magical power will swell as well. Be careful, though, as you need to feed to maintain this strength, and if cut off from your pollutants you will begin to weaken, and you may prove vulnerable to purifying magic.

As a creature that consumes pollutants and toxins for power you are now immune to poison and the dangers of chemical pollution.

If taken without a discount you may choose to instead be empowered by pure and untainted wilderness. A rainforest might see you become a towering elemental protector of nature. You would, however, become susceptible to this power being disrupted by pollutants or unnatural constructions and technology. You would also not gain the immunity to poison and the dangers of chemical pollution; in fact they'd cut back your power gained from this perk.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

A Place of Secrets, A Place of Magic (400): Ferngully and its surrounding forest. Or maybe it's not? It can be if you'd like, including its inhabitants, or else you can take an exact copy instead, or even merely an equivalent forest with an equivalent fairy community. It doesn't even have to be the same climate and animal variety, any type of forest biome that occurs on the Earth circa 1992 CE could be selected and populated by native animals as well as fairies. The animals found here will even be highly intelligent just like those found in Ferngully. This intelligence won't be contagious however.

The individual inhabitants will not be companions, but will follow you as followers. If the population is destroyed or reduced below sustainable levels they will be respawned at the start of the new jump, but will not be the same specific individuals.

Human Items

Portable Stereo (100): This is a portable music playing device with built in speakers and attached headphones. It contains all songs in the films, and you can add additional songs by listening to them while holding or wearing it. Whenever you press play it will always begin playing the song you desire.

Fair Grounds (200): A simple fair, or small scale amusement park. Comes complete with carnival folk to run it, some simple rides, carnival games, and even clowns to entertain. The lights seem to be rather beautiful, and able to attract passing fairies to investigate what it could be.

You may choose whether it inserts into the world or becomes a warehouse attachment post-jump.

Clown Car (400): This clown car comes with all the options. That is options like extendable ‘legs’ to allow it to drive over trucks, and floatation devices that allow it to land and float on water despite falling off of a tall cliff. In general the car seems to have a minor aura of cartoon physics around it, it could drive off a cliff and not fall if you caught onto something and held on to force its path to curve, and somehow this wouldn’t hurt your arm. Despite being a small and narrow vehicle when it extends onto stilt legs it can drive over a wide truck. And if it’s damaged in a crash you can expect everyone in it to not only survive, but the damage to be humorous in some way. Also, as befitting a clown car, it can hold far more passengers than the one or two seater it appears to be.

Finally it will slowly incorporate copies of other CP backed technology you have available in the form of zany and humorous upgrades. Don’t expect weaponry, you’ll have to add anything aggressive or violent yourself, but things that might be funny to have on a (non-violent) clown car.

Animal Items

Fruits and Berries (100): If you're a fruit eating species you're in luck. This is a pile of fruits and berries which will appear in your warehouse, or a property of your choice, every 8 hours, easily enough to feed a human performing heavy exertion. Well if they could survive on fruits and berries alone.

Twisted Wire (200): This small length of twisted wire seems rather ordinary. However you will find that it is an unnaturally effective lockpicking tool. You could use a semi-prehensile tail to quickly pick a lock behind you with it.

Antenna Headset (400): This pair of antennas look somewhat like those you'd expect to find on an old TV set. They can be attached to the head - yours or another's - and when worn you can pick up and listen in on radio signals. You can 'hear' radio broadcasts, see in your mind eye tv broadcasts, or even with effort decipher web pages someone is loading over wi-fi. By fiddling with the antennas you can change the radio frequency received or turn it off.

Tree Spirit Items

Fairy Clothing (100): A suit of clothing in the same style as the other fairies. The height of faux-tribal fashion, it is your choice of a loincloth, a two piece outfit, or a full body outfit all seemingly made of fur. No shoes included. Self-cleaning and self-repairing.

Beetle Steed (200): This beetle is your eager and willing steed. Large and strong enough to fly with you on its back, it will always be faster than you are. No matter how fast you become it will be able to fly at a faster speed, substantially faster than you would be on the ground and still faster than your own flight speed if you are capable of flying at a higher speed.

Magic Seed (400): What is it about putting magic in seeds in this world? Well this seed works a little differently than the ones Magi and Krysta imbued with magic. This seed can hold a seemingly limitless amount of magical energy. It starts with the same amount of energy as the one Magi gave Krysta, and could be used to instantly grow a massive tree, or with the help of fairies seal a pollution spirit in said tree or lift a ship several stories above sea level while rooting in a bay. But it can be filled with more magical energy if you have a way to put it in, and will even continuously charge itself further; if emptied of energy could reach its starting capacity in only 3 years if you did nothing and will charge continuously at that rate in most circumstances.

When used the seed will release all of its charged energy at once and destroy itself in the process. By default it will grow a tree, but if you have magical skills of your own you might be able to guide this energy in other ways, though it will be easier to guide towards other forms of plant growth than other fields and lose more efficiency the further from ‘growing a tree’ you get. It would, however, be a relatively simple matter to guide what sort of tree you wanted to grow, or even make it grow a forest instead of an individual tree (assuming it had enough energy stowed). It should - with sufficient skill - even be possible to only take a portion of its magic at once. Be careful allowing it to charge too far, however, as the more energy inside the more difficult it will become to control.

If the seed is destroyed you will get a new one, empty of energy, within 24 hours.

Dark Spirit Items

Can of Spray Paint (100): This can of spray paint will never run out. If you stow it away where no one can see it and will it to change colors when you pull it out again it will be the color you desired.

Oil Supply (200): This is twenty barrels of crude oil to use however you desire. You will get a new twenty barrels every month delivered to your warehouse or a property you own to do with as you please. You can stockpile this.

The Leveler (400): An industrial lumber harvesting machine. This massive vehicle is made to cut down trees, feed them into the front, and cut them into boards of the length and shape desired, all on its own. It has a bit of a tendency to leak oil and produce a large amount of smoke and smog, but that just makes it an excellent source of sustenance for pollution spirits and monsters.

Even better, it seems to be a bane of magical plants. Ancient trees that have survived since before the dawn of human civilization and which no natural disaster can destroy? It'll cut them down like they're nothing. Magical forest reinforced by fairy magic? Goes straight through it like a hot knife through butter. No plant can survive it, oh a big enough one might take it time, but give it enough time and it could cut down any tree you cared to bring down.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Hexxus or Magi. Hexxus or Magi will cost you 100 CP.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Self-Insert (Toggle): If you'd like you can insert as a character fitting your background. If Zak, you arrive when waking up after being shrunken and crashed into a tree by Batty. If Hexxus, you arrive when you are freed from the tree inside the Leveler. Otherwise you arrive when the character first shows in the film.

Naive Optimism (+100): You sincerely believe the best in people, and this makes you dangerously trusting. Like Crysta you'd believe in a heartbeat that Jak wasn't in league with the Leveler but was protecting trees from it with a magic sign. Human, animal, or tree spirit you'll believe them to have the best interests of everyone in mind. You can be disillusioned of this belief, but it will be on an individual basis, having to learn the lessons again each time. Thankfully this doesn't extend to spirits of destruction such as Hexxus, you aren't *that* naive.

Thinking About Something and Doing it Are Two Different Things. Just Do It (+100): You do not think. You act. This won't make you a total idiot, but you will find yourself defaulting to acting without hesitating to think through your options, going with your gut reactions more and planning less.

Third Wheels (+100): You and a girl (or boy) have a good thing going, and then a new guy arrives out of nowhere and she won't even give you the time of day anymore. Oh he might leave soon enough and things can resume, but this is a feeling you're going to have to get used to. Whenever you are involved in a romantic relationship you'll find someone new arriving to divert their attention and affection. You can eventually get them back but it'll repeat itself time and time again during the jump. And if you're smart and try and just avoid romantic entanglements for the decade you'll be finding it happens with your closest and most intimate friends (likely companions) instead, new comers somehow stealing away their time and attention.

Entomophobia (+200): You are scared of bugs. The very idea of them makes your skin crawl, and having them around you will freak you out completely. You might be able to overcome this for sufficient motivation, but any time they're present will leave you feeling miserable, and you'll feel a great desire to get away or kill them. Of course bugs are an important part in almost every terrestrial ecosystem - including urban ones - and you will find it especially hard to bug proof anywhere you go.

Never Go Above the Canopy (+200): You cannot. Not because birds will eat you, but just because it's a rule. You cannot willingly leave the forest surrounding Ferngully for more than a few minutes at a time for the duration of the jump, and if removed from it you will sicken and die. And if the forest and Ferngully are destroyed you will fail the jump.

Remnant of an Elder Generation (+200): You are old. So very old. Magi was old enough to have sealed Hexxus sometime in prehistory. You might not be that old, but if you are a fairy you are. While you won't die of old age during this decade due to this, though do be careful of disease and accidents, you will suffer all the infirmities of old age and you will find that not only is your body weakened by its age but so are your supernatural and superhuman powers. Trying to use them at their full, normal levels might be possible, but it might also strain you enough to kill you.

For Our Children and Our Children's Children (+300): You must save the environment. You must get humanity to stop cutting down the rainforest, and damaging the environment, and in fact you must not only get them to cease damaging the world, but actively be undoing the damage that they have done in the past. And you must set them on this course so that they can, and will, continue on it once you have left this jump behind.

And this isn't just prosperous countries, where it's a question of luxuries, you must get humanity as a whole reversing its ecological damage including those countries still developing to that level where the difference between cutting down the rain forest and not isn't a few gadgets but the likelihood of their children's survival. And as humanity has to be actively improving the environment you can't just kill them and replace them with a no species and call it a day.

Fail and you fail the jump.

My Brain is Scrambled (+300): Humans captured you and performed inhumane experimentation on you. You have all the memories of these events - even as a drop-in - and all the trauma of them as well. Beyond mere trauma from the events, the experiments have damaged your brain, leaving your logic erratic and your thoughts somewhat wild and easily influenced. You will find yourself prone to mood swings, irrational behavior, loss of self-control, and general disorientation, as well as the normal symptoms of the Post-Traumatic Stress Disorder you now suffer.

Numb from the Brain Down (+300): While Zak proved Batty wrong, you would prove him right. You feel nothing, or at least almost nothing. You can remember feeling

emotions, but other than those sensations induced by other drawbacks you will feel no emotions during this jump besides a lingering feeling of empty hollowness. You will be able to remember how it feels to be happy, but you will not fill it, and it will eat at you with a dull ache that only sharpens your ever present malaise. Your jump will be spent entirely in mild suffering as a near-emotionless version of yourself. But you'll get CP for it. Oh and no you won't be able to turn off this feeling of *lack* which gnaws at you, even if you could normally shut off your own emotions.

Outro:

So it's been a decade, barring a chain failure at least. And now it's time for what comes after this jump.

This is My Home: And you're ready to go back to it. Or maybe you suffered chain failure. You will return home with everything you have gained in your chain, but your chain is over. Maybe you can use what you've gained to save the planet. Or not.

Magical Rescue: Or maybe you'd rather stay here. Ferngully, or at least its world, is where you belong now, and you will stay here. Your chain is over, but you will remain in this world with everything you have gained in it.

This is Not Where You Belong: The journey calls you. Continue your chain going to the next jump taking with you all that you gained here.

Notes:

Jump by Fafnir's Foe

I gave up on making backgrounds perfectly balanced against each other. I did my best to give human and animal some things worth getting, but in the end I resorted to having uneven pricing because Fairy Magic was good, and Hexxus is sort of bigger and nastier than Jak.

Zak said he was 3 inches tall which would only be about 1/22nd or 23rd scale. And admittedly he's consistently about 3 inches tall compared to objects. But I wanted to give it a little more umph compared to picking up fairy magic or being Hexxus. So I doubled it.

Toxic Love's resilience is going to have to be fanwanked a fair bit. No one tries to fight Hexxus conventionally. As sludge you're probably flammable but all that would do is force you temporarily into gaseous form. Which might prove vulnerable to strong enough winds. But it's your story so I'm not adding specific rules based purely on my headcanon.

The Dark Spirit version of **Miniature Gaia** is 100% fanwank, but felt appropriate as a choice. Similarly the non-spirit of destruction versions of **Toxic Love** and **Spirit of Destruction** were also 100% fanwank.

Yes you could theoretically mix and match the Dark Spirit and non-dark spirit versions if purchased as something other than a dark spirit.

Violent clown cars are the funniest ones. You can't change my mind, if you try you will be told to watch *Killer Klowns from Outer Space*. But it didn't fit the clown car shown in the sequel.

The **Magic Seed** is largely fanwanked. At its base it's just the seeds Magi/Crysta gave out in the movies, but **Miniature Gaia** should allow you to make those anyway, so I expanded the capabilities, and tried to make it something that was useful without it, more useful with it, and which still fit the idea of the way it was used.

Changelog:

Version 1.0.0: Released.