

Generic Australia Jump

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v1.1

Welcome to sunny Australia. No no, not that one. Not the 'Real' Australia. This is Memetic Australia, which is approximately 10,000 times more Australian than 'Real' Australia. Everything here is utterly and completely Australia. The snakes are snakier, the spiders have more spider, and Fosters is actually beer. The radios play Australian music all day, the cars are all Maloofs, and there are kangaroos everywhere. Every day is ANZAC Day, yes, even if you choose a starting point that is before the war.

Well, not really, but it certainly seems that way. Take **1000** Commonwealth Points.



STARTING POINT

You're always going to be in Australia during this jump. There's no escaping it, but you can freely choose your starting time, or gain an extra 50 CP simply by rolling for when you are in the long and glorious history of Australia.

80,000 BCE: Alone Downunder

Australia is entirely uninhabited.

20,000 BCE: Dreamtime

Australia has been inhabited for 20,000 years at this point.

It's still pretty nice, but everything is deadly.

1421: Surprise Visitors

Chinese Admiral Zheng's fleet discovers Australia and sets up transient trading posts in the north.

1770: More Visitors

Captain James Cook lands at Botany Bay with his ship, HMS Endeavour, and claims Australia for Great Britain.

1788: The Prisoners Arrive

Sydney founded as a penal colony by Captain Arthur Philip, in three years Matthew Flinders will begin the circumnavigation of Australia.

1808: Prison Riot Part 1

The Rum Rebellion. This is a Rebellion about Rum.

1829: The Lawless Frontier

Perth is founded, Great Britain claims all of the newly renamed 'Australia'.

1851: The Gold Rush Era

The Gold Rush era in Victoria, the miners' Eureka Rebellion of 1854, and the codification of Australian Rules Football (1859).

1870: The End of the Lawless Frontier

Ned Kelly's Era

1901: Aussie Rules Revised

Australia gets home rule.

1914: The War Years, Part 1

WW1 Begins.

1939: The War Years, Part 2

WW2 Begins.

1983: The Best at Winning

Australia wins the America's Cup, dethroning the US for the first time in the 126 years since the New York Yacht Club first claimed it and breaking the longest winning streak in all of sports. In a few years Australia will become its own country.

2020: Fire Sale

Everything is on fire. Again.

ORIGINS

Regardless of which origin you choose, you may be a drop-in, and may freely set your age, sex, and appearance to anything humanly feasible. But only once, at the beginning of the jump. Alternatively, you may be a talking version of any animal native to Aussie Land. Whatever form you take here, it becomes an alt-form at the end of the jump.

JUST A TOURIST

You're probably a Yank or Pom. Well, even if you are, welcome the most F'in beautiful country and Jump on earth.

THE NEIGHBOURLY KIND

You're an Average Local Australian. After all, everybody loves good neighbours.

MEMETIC AUSSIE

You're a Stereotype of an Australian, probably one played by a comedian or someone else who thinks as they're funny.

REAL ADVENTURER

Be you a conservationist, criminal, or simply a thrillseeker, this is you to a tee.

PERKS

All perks for a given origin are half price for those who took that origin.
Perks that normally cost 50 CP become free when discounted.

General Perks

Australian For Bear! [50 CP]

You can rename things and people will be forced to use the new names in your presence, but be annoyed at having to do so.

That Aussie Look [100 CP]

That Australian look! Doesn't matter what gender you are, because you are one sexy piece of work. How sexy? Sexy enough to attract anyone regardless of orientation or gender preference.

Summon the EMUS! [200 CP]

When you whistle, all hostile or dangerous wildlife in the area will converge upon your location, ready and willing to attack pretty much anyone or anything in the area. They will be initially indifferent to you as long as there are other targets, but only initially.

Tourist Perks

Chundering for Fun and Profit [50 CP]

You can projectile vomit on cue. This is a breath-weapon attack with a range of up to ten hexes and a recharge time of 1d4+1 rounds. It does not rely on you having eaten recently or between chunders.

You Lost, Mate? [50 CP]

Whenever you look like you don't know where you are or where you're going, some random local will show up to point you in the right direction. While it's not guaranteed to be completely accurate, or the most direct path, they'll get you near enough to ask someone else.

Work for Hire [50 CP]

As a backpacker you might be running a little short on cash. You are able to find temporary work easily enough, and as often as not it's cash under the table, so don't worry about taxes or ID. This usually pays just enough to get by and move on to your next destination.

Inclement Weather? [100 CP]

Inclement Weather? What's that? Australians generally don't see horrible weather, and from now on, you won't either. The weather's going to be perfect the entire time, or near as to. Might be a bit too little rain in some seasons.

Aussies Rarely Say No [100 CP]

You'll find Australians are a welcoming breed. At least for you. If you ask them something in good faith, you'll find that most of the time, they'll say yes. In fact, this generally applies to most people, as long as you're not trying to cheat people or take undue advantage.

Assuredly Harmless [100 CP]

As long as you present a laid back, no threat attitude (and have no visible weapons) people will assume that you are, effectively, harmless… until you drop, screaming, fangs bared, from the tree like some kind of fluffy assassin!

Bunyips in the Billabong? [200 CP]

Aussies can spin a yarn with a straight face so smoothly that you'd never know that they're lying. After all, their country is so fucking weird, that there's no reason why their current lie couldn't also be true. You though, you see through all the bullshit. Lies, yarns, misdirections, or hyperbole, none of that matters and you understand the intent behind their words.

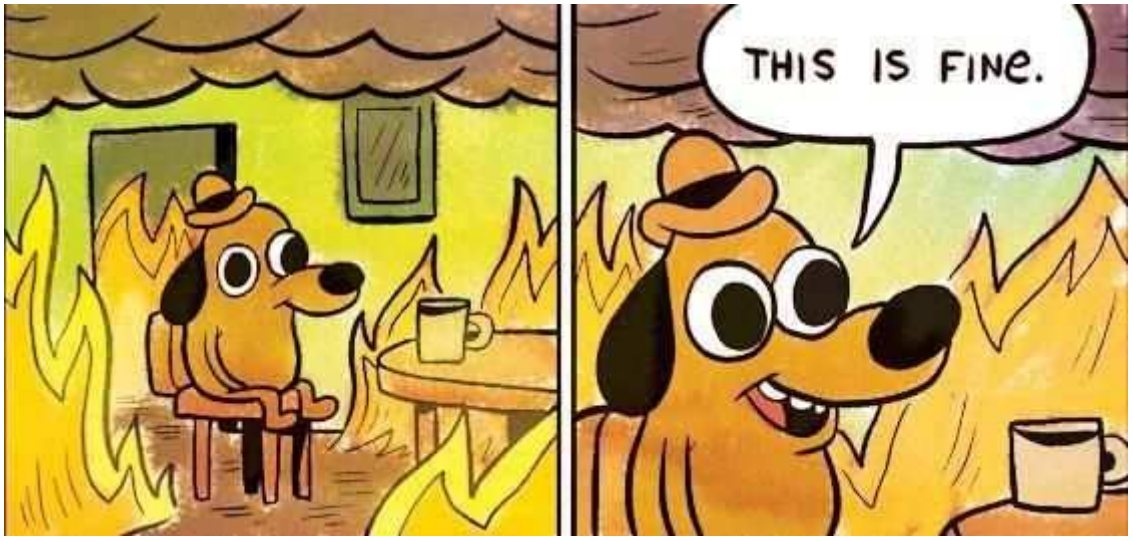
You Get Used to the Heat, and the Critters [300 CP]

Somehow, wherever you go, the worrying aspects of the local environment and culture stop bothering you within a few days at most. Likewise, you begin to feel at home where you visit a place, and find it extremely easy to be accepted by the locals… to the point where complete strangers will invite you to eat with them, and then, when they find out you don't have a place to stay, will invite you to use their guest room… and when you're still there six years later, they'll have started referring to you as their cousin. Wild animals will also treat you as if you belong there, and let you pose with them in pictures as long as you don't try and harm them or keep them as pets. If you do decide you need a tame goana, you'll have an easier time of it than should be possible.

Memetic Aussie Perks

No Worries [50 CP]

For some reason, you can now remain completely calm no matter how impending doom is.



Oi Bruce! [50 CP]

So long as you refer to someone as Bruce (or Sheila) then anyone you speak to will know who you're talking about. If you call out to someone and refer to them as Sheila (or Bruce) the person you're calling out to will somehow know that you're talking to them.

Down Under-er [50 CP]

You come from a land hanging off the bottom of the earth, so you are perfectly capable of treating down as up and up as down, to the point where you can walk upside down on what the northern hemisphere calls the ceiling.

Women Glow and Men Plunder [100 CP]

The effects of this perk depends on which gender you currently feel you belong to. If you're a woman, you're surrounded by a glow that's barely perceptible but that makes you memetically gorgeous. Your looks don't actually change, but everyone who perceives you without a reality filter of some kind will use your looks to define what gorgeous means to them. If you're a man, you become memetically strong. This doesn't actually make you stronger, but it does mean that you'll be able to lift anything that can be theoretically lifted and punch anyone hard enough to hurt them a bit and knock them back a bit as long as they're not memetically invincible or impervious or some nonsense.

She'll Be Right Mate [100 CP]

The power to believe that as long as you think something still works and don't pay attention to how broke it is it will continue to function as long as it's in use. It will still break immediately after you're done using though and all that extra wear and tear will make repairing it that much harder.

Can't You Hear That Thunder? [200 CP]

You gain a sixth sense for any kind of impending natural disaster and, by taking cover, can completely protect yourself from it. This is less effective, but still works, against unnatural disasters, but as long as the calamity is not specifically targeting you, you can be assured that the most you'll get is lightly banged up from any fire, flood, hurricane, negative space wedgie, or spontaneous atomic war.

Dream Time [300 CP]

You now have access to the collective unconscious history of a place. This allows you to speak to the land and the sea and the sky, and even (if you go deep enough into the Dreamtime) become unstuck in time and space, allowing you to reach any point in history and to the furthest reaches of the land with but a single stride. Your actions can't change what happened in your present, nor can you use this to access the future. This also comes with a personal memory of the entire past of the land as if you'd personally experienced it, though this memory may not strictly speaking match the scientific history.

<u>Neighbour Perk</u>

Exposure Immunity [50 CP]

You now have immunity to the negative effects of the climate. Whatever the climate is. Wherever the climate is. Must be a natural climate. Doesn't make the climate enjoyable, but you won't die of exposure, frostbite, sunstroke, or hayfever. You also no longer taste smog.

I Still Call Australia Home [50 CP]

No matter where you go, you remain who you are, and always keep a bit of home in your heart. This makes you immune to homesickness and keeps you centered, giving you a small but noticeable bump to willpower.

I Am Australian [50 CP]

No matter how you got here, you are Australian, like all the others around you. Comes with automatic Australian citizenship in this and all future Australias, no matter where you go. You can grant full legal citizenship to any others who share the belief that they too, *are Australian*. If you currently don't believe you're Australian, you can grant full legal citizenship to whatever land you currently believe you're from.

Tradie [100 CP]

Whether you're a sparky, chippy, bricky, or a different type of tradesman altogether, you've completed all the required training to be an expert in your field. You are now licensed as a qualified tradesman with all the tools of your trade. You're well known around town as someone who'll do the job without rorting anyone. This reputation carries over to all future jumps as soon as you hang up your shingle, and your licenses automatically renew and update. For those who don't speak Aussie, a sparky is an electrician, a chippy is a carpenter, and a bricky is kinda obvious. Additional fields are only 50 CP.

The True Larrikin [100 CP]

The most treacherous Aussie is the one who will look you dead in the eye and swears on scout's honour with a straight face that vegemite behind the ears is the only way to keep dropbears away (or mosquitoes, if you're not quite that gullible). You are a supreme prankster and troublemaker, for both your ability to spin a convincing lie and talent for inventing new and interesting ways to stir shit.

Advertising Chops [200 CP]

So your only professional skills are life in sports and a degree in fitness? Who cares you can sell anything mortgages, complex diplomatic stuff, yup you're an aussie and aussie can sell anything to anyone. You have supreme, unflagging confidence in any product you attempt to sell, even if the thing you're trying to sell is yourself… even if you're flogging political ideals you find repellant, no one will ever be able to tell you don't mean it. Not that you'd ever be dishonest when trying to make a sale, but any untruths you just happen to utter will be impossible for anyone to detect.

Olympian Body [300 CP]

You're somewhere between six and seven feet tall, and built like a brick shithouse. You're physically gifted at sports, so much so that you'd be able to qualify for any Olympic or Commonwealth Games sport, and with training, stand a good chance at placing. Your physical skills will never degrade, and your body will only get better over time.

Adventurer Perks

Memetic Immunity to Fauna and Flora [50 CP]

Immunity to negative effects of fauna and flora. You can live off any plants and animals you find, and none of their poisons or venoms will have any effect on you. In fact, anything that is 'poisonous' won't even phase you as long as it's from a plant or animal.

Gone Walkabout [50 CP]

You're the sort of bloke/sheila that walks off into the bush for a couple of months and comes back with a hell of a yarn. The wild places of the world are always holding amazing things just waiting for someone to stumble off the beaten track and find them. You might wander into things that are slightly life-threatening but I'm sure it'll work out for you. No matter where, exactly, you are in the wild, you'll always have a general idea of where you are, how you got there, and how to get back.

Boomeraaaaang! [50 CP]

Anything you throw comes back to you. Unless you don't want it to. Boomerang good, unless it's a Boom-erang. That's a grenade joke.

That's Not a Knife! [100 CP]

Whenever you are challenged with any form of weapon, you can reach behind your back and pull out a larger version of that kind of weapon.

Ship to Shore [100 CP]

From yachting to surfing, encompassing any maritime recreation, you're a master of it all. Australians have a reputation for being swimmers, which is not surprising since of their 12,000 kilometers of coastline, most is surrounded by water. Because of your experience in fighting rips and fleeing tiger sharks, you are a world-class swimmer. Nobody is surprised that your best style is the Australian Crawl.

Steve Irwin Swagger [200 CP]

You now have the skills to be a top-drawer zookeeper, television personality, wildlife expert, environmentalist, and conservationist. You also have a huge following on social media (if it exists and you want that kind of thing), and a series of documentaries starring you are readily available and wildly popular.

Outlaw Spirit [300 CP]

You are now immune to bullets and good enough with a pistol to shoot a buzzing fly out of the air at a hundred paces… without hurting it.

ITEMS

All Items for a given origin are half price for those who took that origin.
Items that normally cost 50CP are free when discounted.
Everyone gains a 200 CP stipend that can only be spent on Items.

General Items

Thank You For Visiting [Free for All]

You get a Tucker Bag (a drawstring pouch that contains random aussie trail foods), a Boomerang that always comes back, an Aussie-style broad-brimmed hat (sometimes called an Akubra), a can of Fosters that refills and reseals itself after being left alone for five minutes, an A-to-Zed guide to Australia in Finnish, a Hungarian-to-Australian Phrasebook, a 45 Single of Men At Work's hit 'Down Under', a Rabid Wallabee, and a Bullroarer.

Aussie Mixtape [Free for All]

Includes several dozen remixes and covers of waltzing matilda, as well as every song ever recorded in Australia, by an Australian, or about Australia. Like other soundtracks this probably plays in your head. Unlike them, it comes on an actual cassette tape. If you lose the tapes, they'll be replaced the next day. Yes, even if you give them away… or throw them at random people screaming 'TIE ME KANGAROO DOWN SPORT!'.

Vegemite [50 CP]

You now have a ten-thousand year supply of Vegemite. Now, that might be a single jar or one jar for every day of every week and two for sundays. It's entirely down to your sense of taste. If you don't like Vegemite, or also like chocolate, you gain an unlimited supply of Australian Chocolate brands TimTam, Violet Crumble, Cherry Ripe, and Crunchie. And once a day, a large norwegian man will show up and hand you a Vegemite Sandwich. No matter where you are.

Tray of Lamingtons [50 CP]

Sponge cake cubes covered in chocolate, covered in coconut flakes. You get an entire tray of them every day. They'll never fatten you up.

The Car [100 CP]

The most sacred choice in all australia. This will mark you for life!
Now do you want a Ford or a Holden? There is only one right answer.
Regardless of if you choose wisely or not, your car will only ever break down when it's funny, only ever run out of petrol when it would be interesting, and only ever need maintenance when you want to get out of doing something.

Billabong [100 CP]

A nice semi-private ox-bow lake, full of fish, shaded by trees, and otherwise perfect for a nap in the hot afternoon… or waltzing matilda if you like. This Billabong is always conveniently located nearby whenever you want to do a spot of fishing.

Kangaroos Captain! [200 CP]

Would you like a Kangaroo ranch? How about Emus? Sheep? How about all three. This is a vast spread of meat grade animals. They're guaranteed healthy, seldom escape, and the property grows all the fodder they'll need to be healthy. Just don't get too attached… or unleash the Emus on an unsuspecting populous.

Down Under [500 CP]

Your warehouse gains a flipside… Australia. All of it. Your choice of which year it's from, ranging from the day before it was first discovered it all the way up to 2020. It is attached, upside down, to the bottom of your warehouse. For an additional 200 CP, this can be expanded to include the major and minor islands of the Australasian region (Indonesia, New Guinea, New Zealand) and their coastal waters. Tasmania comes with Australia already.

Tourist Items

Fried Out Kombi [50 CP]

You've got an old VW Kombi (known in some parts as a VW Microbus) with a mattress in the back. Unlike a normal Kombi, this one can hold a theoretically unlimited number of people in relative comfort. Will break down often, but always someplace interesting. Comes with a toolkit for when it breaks down, and repair manual to explain how to fix it. Also comes with a small bag of your drug of choice. Petrol tops up daily for a good 500km range.

Faithful Emu Mount [50 CP]

This is an Emu that's large enough and docile enough that you can ride it. It is immune to all military grade weapons.

Carton of Crownies [50 CP]

Crown Lager! The universal currency of the bush, this item is more valuable than money! A certain gold mining town is even believed to run on the stuff! Anywhere that money is less important than goods, you'll be able to trade a can of this for almost anything you want as long as the person you're trading them to either drinks or knows people who drink. Whenever you reach into your Tucker Bag, you'll find a half-full, half-crushed can, and every day you'll find an unopened carton waiting for you when you wake up.

Comes with a similar amount of Winnie Blues Cigarettes if you like smokes.

Flag Competition [100 CP]

You get a copy of the Australian Flag… or rather, you get a blank flag and a flagpole. Whatever pattern you want will appear on the flag and when you run it up the flagpole, the official flag of Australia will become whatever pattern you put on your flag. Each jump, you gain a new blank flag. Whatever nation you plant the pole in will change its official flag to match your pattern. For an additional 50 CP, you get a second blank flag so you can redesign your provence, department, or state flag.

On a Hippie Trail, Head Full of Zombie [100 CP]

So much fucking weed, you may as well be in Nimbin. In fact, you are in Nimbin. You're both the mayor, and you own the Nimbin Hotel, and you've got a house across the road from it. Unlike the real Nimbin, the cops never seem to show up here, and there's no heroin or meth. In future jumps the entire area comes with you, including nearby Mount Warning. For those who don't know Nimbim, it's the drug capital of Australia and very close to the real life version of Fern Gully. Rainforest, not desert.

Jumper Opera House [200 CP]

You know the Sydney Opera House? It's yours now. Lock, stock, and barrel. It will follow you from jump to jump and become instantly world famous for hosting some amazing musical acts. It is self-repairing, disaster-proof, and always pays for itself and then some. As the owner, you don't just get free seats… you get entire free shows where you can invite practically any local VIP and have them show up unless they hate you or fear for their life or something.

Ned Kelly Power Armour [300 CP]

Ned Kelly's armour was made by local blacksmiths from beaten ploughshares & iron bolts, in a bush forge. Now, you too have a set of the same armour, it's bulletproof wherever it covers you. You won't be held back by the fitting or weight, probably because the fitting is perfect for you, and the armour strengthens you to carry it.

<u>Memetic Aussie Items</u>

Rabbit Proof Fence [50 CP]

Rabbits are a huge problem in Australia. Yes. Really. They eat everything… well, all the plants. This fence can surround any property you want it to and keeps out unwanted pests, guaranteed... doesn't work on anything smart enough to use a gate. Yes, even things that can fly over it or burrow under it. It doesn't spoil the view.

This is a Knife! [50 CP]

A memetically huge knife, can be pulled out from behind your back, even if you're buck naked.

The Barbie [50 CP]

This is a large charcoal grill that comes fully loaded with Snags, Shrimp and Steaks enough for 18 blokes. The meat cooked on it is always perfectly cooked, never burned, and ready in a third the time. The grill comes up to heat in sixty seconds and goes out instantly. Never runs out of charcoal and cleans itself daily. It also comes with an outdoor table laden with all that rabbit food that can bloody well scarper. The more people who show up to your party, the faster it reloads.

The Last of V8 Interceptors [100 CP]

This is the Pursuit Special, Mad Max's signature car. It goes very fast (faster than you think) and is very loud (louder than your neighbors will like) and is guaranteed to survive the end of civilization. It is intimidation in car form. Yours is armored, is all black, has roof and boot spoilers, wheel arch flares, front nose cone, Arcadipane air-dam, and eight side-mounted exhaust pipes. It has a Weland 6-71 supercharger protruding through the bonnet, and unlike the prop version, yours actually works and can be switched on and off. It can have the two external fuel tanks instead of the rear window and boot lid if you want. Without the external fuel tanks, it can run flat out for 500 kilometers. With the extra fuel tanks, it can run full speed for 1500 kilometers. It is self-repairing (though it always looks a bit beat up), highly uncomfortable, extremely loud, and refuels one tank of petrol every day. It has no AC, and none can be added, but other modifications you add are fine and become self-repairing.

Pet Fire Tornado [100 CP]

A fire whirl, also commonly known as a fire devil, is a whirlwind induced by a fire and often (at least partially) composed of flame or ash. These start with a whirl of wind, often made visible by smoke, and may occur when intense rising heat and turbulent wind conditions combine to form whirling eddies of air. These eddies can contract a tornado-like vortex that sucks in debris and combustible gases. What do you mean it's not a pet? Have you seen the crap that lives here? This one (usually) obeys your commands and comes when you call. It can get small enough to fit in your pocket and will not burn you or whatever you're carrying.

University of Woolloomooloo [200]

The best damned philosophy department anywhere and endless supplies of booze of the lower end varieties… basically beer and basic spirits, all of types produced in Australia. Especially Rum. You know, the kind of drinks you might have at a bar before smashing someone's face in because they prefer Heidegger to Hobbs.

Great Barrier Reef [300]

The Great Barrier Reef is the world's largest coral reef system composed of over 2,900 individual reefs and 900 islands. It stretches for over 2,300 kilometres (1,400 mi) and covers an area of approximately 344,400 square kilometres (133,000 sq mi). The reef is located in the Coral Sea, off the coast of Queensland, Australia. The Great Barrier Reef can be seen from outer space and is the world's biggest single structure made by living organisms. It supports a wide diversity of life and was selected as a World Heritage Site in 1981. CNN labelled it one of the seven natural wonders of the world and The Queensland National Trust named it a state icon of Queensland. It now belongs to you and is added to your warehouse… or Biosphere or Personal Reality Supplement. It becomes self-sustaining and incredibly resilient to climate change, pollution, and over-fishing. If you still manage (somehow) to kill a large section of it, it will recover over the next decade, but the fish will be mad at you for a while. Expect angry sharkmail.

Neighbour Items

Kelpie & Heeler [50 CP]

The Australian Kelpie and Blue Heeler are two gorgeous, athletic working dogs. Highly loyal, intelligent, and friendly, these dogs won't get sick or die on you. You get two of each so they don't get lonely. The local government's always cool with it, no matter the rules.

All the Fosters [50 CP]

Ten Thousand cans of Fosters (or any other Australian Beer that comes in a hilariously large can). A new batch is dispatched to you every month, whether you've finished the last batch or not. Unlike the Crownies, this is not guaranteed to be currency.

Sporting Equipment [100 CP]

Whether you're the PM or just some guy waiting for the grand final to continue, your dreams of punting footies, playing ruby, or tossing a frisbee are all met with this container of sporting equipment. There's also a rulebook included but you'll figure it out without that, right? This is enough gear to outfit two professional sporting teams at a time… there's even a foldable grass sward perfect for being a pitch and some self-extracting metal stands for observers to sit on. No matter what condition the gear is left in, it will pack itself away once it's no longer in use. The container is about the size of a large picnic hamper.

A Home among the Gum Trees [100 CP]

You've got a home on a 200 acre block, among the gum trees, with lots of plum trees. You've got a few sheep, and kangaroos. Your house has a verandah out the front with a vintage rocking chair. There's always a roast in the oven if you want one, a vegemite sanga on a plate, and a cup of tea. There are possums in the trees tame enough to feed and play with you, and in the morning the cockatoos wake you up, and rabbits running around the property. You've got a vege-patch out the back with a mature pumpkin vine.

A Really Big Rock [200 CP]

Uluru is one of Australia's most recognisable natural landmarks. The sandstone formation stands 348 m (1,142 ft) high, rising 863 m (2,831 ft) above sea level with most of its bulk lying underground, and has a total perimeter of 9.4 km (5.8 mi). Yes it's a giant rock, but it's home to many unique plants and animals… and many spirits. This is the heart of the Dreamtime, and bringing it with you extends the Dreamtime to any world you visit. It's also guaranteed to be a popular tourism destination and a powerful ritual site as all manner of natural spirits will congregate around it.

Bunnings [300 CP]

You own Bunnings. In future jumps a Bunnings megastore will follow you either attached to your warehouse, or inserted somewhere that would make sense. The store is restocked as the shelves empty, and there's always a sausage sizzle outside on the weekends.

Adventurer Items

Native Pets [50 CP]

Have any native creature that you'd like as a pet? Kangaroo or Goana, Drongo or Croc, Wallabee, Wombat, or Numbat? Kylie Minogue or Pete Evans? Have one. On us. Well, once you pay for it. Out of the funds we gave you.

The Adventurer's Camp [50 CP]

This Camper's 4WD is kitted out with a custom canopy with gullwing doors, lots of storage inside. Underbody toolboxes, rhinorack on top. It's got two spare tyres on the back, and is carrying a double batwing awning. It's got a 240v 200 amp-hour electrical system running a touring fridge. There's a long range fuel tank, and a 60L water tank. This car never gets mired or bogged down, never gets damaged by hard usage, and has a couple of double swags on top.

Australia-Strength Bug Repellent [50 CP]

Keeps bugs out. All bugs. No arthropods can come within ten metres of anything you've sprayed with this. Any natural arthropods sprayed with it will die immediately. You've got a case of 24 cans, enough to cover 480 square meters, and will get a new case monthly. The spray lasts 10 days.

All Aussie Adventures [100 CP]

You've been around this wide brown land, seen a thing or two, let me share an hour with you. All Aussie Adventures, pack up your swag let's go!

You've got an adventuring company that takes tour groups around the country teaching them about the outback. This company will keep you in the black while you're here. Yours is a popular company, and people will pay through the nose to hire it.

Camera Crew [100 CP]

You've got a team of two camera men, a sound guy, and a lighting guy. They have their own vehicles and follow you around, filming your adventures and commentary (even if you don't remember actually giving commentary, it will be the commentary you'd have given) and preparing it for distribution on tv or internet. They somehow never get in the way and never help you do anything.

Tasmanian Devil [200 CP]

You know you were looking for this. Yes, this is Taz. He'll let you pet him and won't try to eat you. If you want, you can have one of his family instead. He also won't destroy your stuff… but only your stuff. Everything else is fair game.

Beware of the TASMANIAN DEVIL; a vicious ravenous brute with powerful jaws like a steel trap. It eats Aardvarks, Ants, Bears, Boars, Cats, Bats, Dogs, Hogs, Elephants, Antelopes, Pheasants, Ferrets, Giraffes, Gazelles, Stoats, Goats, Shoats, Ostriches, Lions, Jackals, Muskrats, Minks, Dingoes, Zebras, Foxes, Boxes, Octopus, Penguins, People, Moose, Mice, Moles, Snipes, Elk, Wapiti, Tortoise, Road Runner, Elands, Foxes, Wolves, Guinea Hen, Vultures, Eagles, Hummingbirds, Squids, Salamanders, Water Buffalo, Bison, Kangaroos, Pigeons, Daws, Unicorns, Vixens, Octopus, Ox, Penguins, Widgeons, Warthogs, Yaks, Newts, Walrus, Gnus, Wildebeests, Ducks, and especially RABBITS!

Belonga Jumper [300 CP]

A huuuge spread... like the size of New South Wales... in fact, you can have any one of the provinces of Australia. It will follow you into all future jumps and be known as [Insert Your Name Here]'s Land. Doesn't actually come with any of the cities or towns. Just the natural wonders of Australia.

COMPANIONS

Prison Colony [300 CP]

You do have friends you want to bring with you to the land of sand and sun and all sorts of hazardous wildlife? Excellent. It's a big country, bring as many as you want. Each gets 600 CP to spend on perks, but can't buy items or companions. They can take up to 300 CP of personal drawbacks each. And, if you want to make some new friends, you can even customize up to eight new ones (With 750 CP each, but no drawbacks, items, or companions).

Russell Coight [+100 CP]

Yes, taking this bugger along with you gives you cp. For this jump, at least, you can't just put him in the warehouse and hit the Stasis Button. If you don't know who Russell Coight is, imagine a cross between Steve Irwin and Bear Grylls without the charm or competence.

Steve Irwin [100 CP]

Happy and excitable as a puppy, loyal as a puppy, and intelligent and as knowledgeable as a whip. Paragon 'til death. Steve Irwin, the patron saint of animal conservationism is back, and this time he's with you. He really wants to go help animals, and to take you with him on an adventure. Steve comes with the perks and items in the notes.

Crocodile Dundee [100 CP]

Crocodile Dundee comes with the perks and items in the notes. Croc Dundee is a renegade for life. Croc loves an adventure, whether he's treking across the United States, or tossing dynamite in creeks for fishing, he wants to spend his time fucking about and chilling with you.





DRAWBACKS

There is no limit to how many drawbacks you may take.

Australasian Toggle [+0]

The Eastern Australian Islands (North Island, and South Island), which the ignorant and rebels mistakenly believe are a separate country called 'New Zealand', are now counted as Australia, for this jump.
This does not include New Guinea or Indonesia unless you want it to.

Gauntlet Toggle [+0]

You don't get starting CP for this jump, and you've gotta take drawbacks to get CP. You can only bring your bodymod into this jump. Each drawback that you take that gives any CP gives an additional 50 CP.

Supplement Mode [+0]

You may make any other jump (or gauntlet) into a Memetically Australian version of it. Everyone will talk like an Aussie, all the fauna become deadlier, and there will be koalas everywhere. Keep the points from the two jumps separate and fill out both documents independently. This is not compatible with Gauntlet Toggle unless combined with a Gauntlet and if combined with a Gauntlet, you must use Gauntlet Toggle.

Continuity? Continuity! [+0]

You may come here directly from your Princess Bride Jump and proceed directly on to Mad Max, maintaining your continuity.

Mutants Down Under [+0]

Just like normal Australia... but full of mutant turtles. Welcome to post-apocalyptic Australia, where mutant animals form the predominant societies. Tasmania is the bastion of technologically advanced civilization, while the mainland is largely under the sway of the aboriginal Dreamtime philosophy. Invading forces from Jakarta, composed primarily of human and mutant water buffalo forces, threaten both ways of life. Expect a mix of species of native Australian and Southeast Asian animals, as well as riding insects and numerous airships.

Soap Opera Down Under [+0]

You didn't just wind up in Australia, you're in the australian soap opera of your choice. Whether you're in Neighbours, Home and Away, A Country Practice, Heart Break High, Hey Dad!, The Sullivans or another Australian show, you're in that world.

Snowbird [+50 CP]

Must come from a time where the Commonwealth exists.

Everyone and everything around you is Australian, but you're from another member of the Commonwealth with an entirely different set of memetic traditions. You are often confused and often (politely) ask whoever's nearby what's happening, and/or (politely) explaining that you're not a lumberjack or a fur trader… or criminal. Unless you took Transported as well. Then you are a criminal.

A Bit of a Kipper [+100, +200, or +300 CP]

A decade is such a short stay. Australia's a big place you know. For 100 CP, your stay is now 25 years. For 200 CP, it's now 75 years, unless you're functionally ageless or immortal. In that case it's 500 years. For 300, it's 82,030 years and every time you reach 120 years old, you revert back to a 12 year old. No, you don't have to start in 80,000 BCE.

Rabbits! [+100 CP]

Endless rabbits, eating everything.

If you take this, all your imported companions get an additional 50 CP

Magpie Season [+100]

Did you know that there was a season in which Magpies just randomly attack people by swooping out of the sky at you? Well, now you know. And for your stay here, it will happen all the time to you. Not that they'll be trying to do damage, just startle you… and you'll never expect it. You'll be walking and bam! Magpie right in your face! They might also fly off with smaller bits of your stuff. Shiny Stuff.

Bush Mechanics [+100 CP]

Whether you're getting ready to drive to Willowra to play a gig, or just heading to the coast to visit relatives, the only vehicles available to you are little more than scrap, for which you have to collect and install a variety of ill-fitting parts (or "parts", such as literal bucket seats) to get going, and perform more repairs over the journey to keep going.

Southern Resource Zone [+100 CP]

It's WW2 and everyone is totally paranoid about Japan invading. Will they? Won't they? maybe they will.

If you take this, all your imported companions get an additional 50 CP

That Fucking Song! [+100 CP]

For your entire stay, only Australia folks songs will be available to listen to (or Kylie Minogue) and you will find it very hard to avoid even if you hermit up. The wildlife will start to hum Waltzing Matilda.

Inclement Weather! [+100 CP]

For your entire time here the country is either going through a severe drought and bushfire season, interspersed with dangerous cyclones, massive rainstorms, or other dramatic weather patterns. It won't get better while you're here.

If you take this, all your imported companions get an additional 50 CP

Can't Handle The Heat? [+100 CP]

It's one thing that the weather's fucked. It's quite another to be able to handle it. Most Aussies can, you can't. You can't handle the climate, and you can't leave the country.

Talk like an Aussie [+100 CP]

You have an incredibly thick, stereotypical Aussie or Kiwi accent. To make matters worse, you speak almost entirely in Aussie / Kiwi slang.

Australian Table Wines [+100 CP]

A lot of people in this country pooh-pooh Australian table wines. This is a pity, as many fine Australian wines appeal not only to the Australian palette, but also to the cognoscenti of Great Britain. 'Black stump Bordeaux' is rightly praised as a peppermint flavoured Burgundy, whilst a good 'Sydney Syrup' can rank with any of the world's best sugary wines. 'Château Bleu', too, has won many prizes; not least for its taste, and its lingering afterburn. 'Old Smokey, 1968' has been compared favourably to a Welsh claret, whilst the Australian wino society thoroughly recommends a 1970 'Coq du Rod Laver', which, believe me, has a kick on it like a mule: 8 bottles of this, and you're really finished -- at the opening of the Sydney Bridge Club, they were fishing them out of the main sewers every half an hour. Of the sparkling wines, the most famous is 'Perth Pink'. This is a bottle with a message in, and the message is BEWARE! This is not a wine for drinking -- this is a wine for laying down and avoiding. Another good fighting wine is 'Melbourne Old-and-Yellow', which is particularly heavy, and should be used only for hand-to-hand combat. Quite the reverse is true of 'Chateau Chunder', which is an Appalachian control, specially grown for those keen on regurgitation -- a fine wine which really opens up the sluices at both ends. Real emetic fans will also go for a 'Hobart Muddy', and a prize winning 'Cuiver Reserve Chateau Bottled Nuit San Wagga Wagga', which has a bouquet like an aborigine's armpit. Now, all the booze here will be pretty lethally bad for your entire stay… but you will find yourself irresistibly drawn to sample all the varieties. They're not actually toxic, but drinking them will kinda makes you want to die a little.

Firehawks [+100 CP]

Birds that swoop out of the sky and try to light you on fire. Like magpies in spring, but not as nice.

Where Every Man's a Bruce and Every Lady's a Sheila [+200 CP]

Everyone you encounter or hear about during this jump will be named either Bruce Bruce or Sheila Sheilaton. Including you. Everyone else will always know which Bruce or Sheila they're talking about. You won't unless people explain 'You know, Bruce who plays Davis on Walkabout Creek?' and you'll be, 'Oh right. Her!'

Coight the Adventuring Bug [+200 CP]

Skilled! Charismatic! Wise! These are attributes you don't have, but you certainly think you do. Any perks you might have that would give you those attributes or inform you of their absence are disabled. When your companions or friends (or even enemies) attempt to inform you that you're an oafish buffoon, you will assume they're either joking or being jerks, depending on the nature of your relationship with them.

The Sound of Bullroarers [+200 CP]

There will always be ominous droning in the background. It will never not be creepy.

Prostitutes, Murderers, and Lunatics [+200 CP]

The reputation for being a big island populated largely by the descendants of convicts and their jailers is deserved. Anyone who isn't a gaoler, is a prostitute, murderer, or lunatic. Often they're a combination, but gaolers are all three at once.

Sharks in the Water [+200 CP]

All the water, all the time, just waiting to attack. Even in glasses of water. If you're tough enough to deal with sharks, you keep forgetting they're there until they strike. Then people laugh at you.

You Wot Mate? [+200 CP]

You now have an extremely short temper and take offense at almost everything that can be even vaguely assumed to be an insult to you or anyone / anything you care about.

Hanging by Your Toes [+200 CP]

For your entire time here, you can't make your brain perform the simple flip that makes down down and up up. Instead, the entire world hangs above your feet and everyone seems to be dangling off it over an endless void. Of course, you're the only one who perceives it this way, but you never seem to be able to really adjust.

War of the Roses [+200 CP for You and 1 Imported Companion]

Requires being married

Wanna spice up your marriage? You and your spouse are now die hard, one-eyed mad supporters for two different rival sports teams. You will be driven to out-do your spouse in all fandom related matters, though the rivalry between the two of you will be more on the friendly but intense side than the murderous. You'll find yourself spending an inordinate amount of time and money on fandom things.

War of the Roses II [+150 for You and All Imported Companions]

Instead of just having your spouse as a rival fan… all your Companions are now in different sport fandom camps than each other. Even if you have hundreds of companions, no two of them will agree with each other or you on every team that you're a fan of. And you'll all either be obsessed with any given professional sport or hate it beyond all reason, though which sports are liked or hated will differ from individual to individual. Nothing in between.

The Stolen Generations [+200 CP]

Incompatible with Drop-In or Transported

Requires being from a time period between 1910 and 1990

You're one of the children taken from the Aborigines and poor women of European ancestry by the government by force and given up for adoption. You are aware of this but have no idea how to find your parents at least initially. This will occupy much of your energy and take a considerable amount of time and money. You are not alone in this. An estimated 250,000 non-indigenous children comprise the White Stolen Generations and perhaps 100,000 Aborigines (of a total population of 303,000) comprise the Aborigine Stolen Generations over six decades between 1905 and 1967.

The Emu Wars Continue [+250 CP]

Giant stupid some-what bulletproof birds will routinely rampage through whatever you're attempting to do. In huge numbers. How huge? Tens of thousands. They will appear over the horizon with no warning and if killed will disappear without a trace. They will trample any defenses or defenders who get in their way.

Australian Rules Jumping [+300 CP]

You get the perks only at the end of the jump and occasionally footballs fall out of the sky for no reason. Also, all your super-human perks and post modern equipment (including anything magical) only function if you are drunk. And not a little tipsy either. You must be full on blotto.

Australia's Australia [+300 CP]

WTF does that mean? It means fuck off cunt. Australians are no longer nice and welcoming to you and yours. Expect disrespect and disdain at least, open hostility as an average. At least once a year someone will punch you in the face, negating your perks and powers.

Desert as Far as the Eye Can See [+300]

There isn't much water. No matter where you go, you'll find it hard to find enough water to do more than take the edge off your thirst. And you will be thirsty… all the time.

Unfortunate Native [+300]

Requires being from a time period after colonization

The Australian Aborigines have not been treated well by their colonial occupiers. In fact, even by the abysmally low standards of colonial occupiers, the treatment of the locals has been poor, 1 out of 10, would not recommend. You get to experience this treatment firsthand, as, regardless of your chosen background, you're now a member of a local tribe. Even in the modern day, this isn't going to be fun…

Transported [+200 CP]

Incompatible with Drop-In or The Stolen Generations

Requires being in a time period between 1788 and 1901

You were born in England. You were convicted of a crime you probably didn't commit. Instead of being executed, you were transported, for life, to Australia. You will never see your home again. This pains you.

Demon Barber [+300 CP]

Requires Transported.

When you were sentenced, your beloved spouse commited suicide (so you think) and your infant child was adopted by the corrupt judge who sentenced you. You burn for revenge and will do anything and everything to achieve it. In the last year of your stay, you will have an opportunity to escape back to England and meet up with a highly unstable woman who runs a pie shop where the pies are (usually) made from cats. You are now a highly trained barber, the finest in all the world in fact. You have a pair of silver razors and almost no compunction against taking human life.

Poisonous, Venomous, and Probably on Fire [+600 CP]

Everything is deadly. Everything.

If you take this, all your imported companions get an additional 300 CP.

ENDGAME

So, you think you're done with Australia? Well, we'll see about that. Come back any time. You may choose to return to Australia for an additional decade after every jump.

Now, go on with you. You'll be back.

If you decide to go home, you may change your mind and return to Australia at any time, simply by saying "There's no place like Perth, There's no place like Perth" and clicking your heels together. This will be treated as you having decided to stay in Australia… but (good news!) you'll now be able to leave again using this thing called an aeroplane… or even a boat, if Mr. Branson ever gets done with it, a spaceplane!

Source Material

Men At Work - Down Under
Peter Allen - I Still Call Australia Home
The Seekers - I Am Australian
Monty Python
Braithwaite - Horses
Malcolm
Sweeny Todd
Wikipedia, which insists that Kylie Minogue is a real person.

Notes.

Steve Irwin

Perks

- Oi! Bruce!
- Exposure Immunity
- Memetic Immunity to Fauna and Flora
- Gone Walkabout
- I Still Call Australia Home
- I Am Australian
- Steve Irwin Swagger

Items

- The Barbie
- The Adventurer's Kit
- Camera Crew

Crocodile Dundee

Perks

- No Worries
- Oi! Bruce!
- Exposure Immunity
- Memetic Immunity to Fauna and Flora
- Gone Walkabout
- I Am Australian
- That's Not A Knife
- The True Larrikin

Items

- All the Fosters
- This is a Knife!
- The Last of the V8 Interceptors