Crash Bandicoot Jump
Written by FUAnon, credit to SMT for their cannibalised contributions

In this world, Jumper, to the Southeast of the Australian subcontinent, there rests a small, three island archipelago, teeming with wildlife and a quite unique ecosystem. That brochure worthy description has, of late, been rendered a slight falsehood. The waters of Cortex island have been receiving large quantities of toxic waste from the Cortex Power & Gas Co. powerfactory recently constructed. Officially speaking the factory is being run by Pinstripe Potoroo, the CEO of the aforementioned company. However it is actually two scientists who are secretly running all that happens on these islands, Doctor Neo Cortex and Doctor Nitrus Brio. Both been involved in the experimental anthropomorphisation and subsequent mind-control of various subjects of the local fauna. A failed experiment, a Bandicoot that wouldn't succumb to the 'Cortex Vortex' has recently escaped and washed up onto the shores of N. Sanity Island. It is at this time you will arrive, Jumper. Prepare yourself for ten years of bipedal marsupials, disembodied witch doctors, time travel, mad science and interdimensional aliens. And many metric tonnes of Wumpa Fruit, too much Wumpa Fruit.

This is a fairly lighthearted and safe world, even amidst the schemes for world domination and restless evil spirits, but I insist that you take 1000cp to spend as you will before your arrival.

Location
Washed-Up Bandicoots must begin next to Crash on the beaches of N. Sanity Island, but all other Origins may choose any reasonable location to begin this Jump. A Human 'Scientist' may very well begin in the Labs of Cortex Castle, or in another facility located near by. So long as your being there is reasonable, then that's where you'll start.

Origins
Your sex is whatever you were before this jump or you may pay 50cp to be the sex you want. Your age will vary considerably depending on your origin.

Washed Up Bandicoot/Drop-In (Free): Doctor Neo Cortex insisted on a test run, on a Bandicoot bachelor or bachelorette, to ensure that the Evolvo-Ray would produce the results he needed. You were the first anthropomorphised Bandicoot, a brother or sister and would be lieutenant to Crash, that failed to fall to the brainwashing device. Whether due to the Cortex Vortex or a head injury when you were washed onto N. Sanity Beach, you've lost all your memories of your life before arrival.

Mask of Power (50cp): Like Aku Aku, Uka Uka, the Velo Mask and the Elementals, you are the disembodied spirit of a witch doctor that now inhabits a wooden mask. The particularities of your vessel I leave to your discretion, though you must be simple and naturalistic in appearance. Whether a peaceful guardian of the Wumpa Islands or a malicious spirit of great ambition, your potential magical abilities and knowledge leave you one of of the most powerful entities on the archipelago.

Evolved Henchman (50cp): Crash and Tawna were not the only animals subjected to the Evolvo-Ray by the Doctors, many of Cortex's villainous employees possess similar origins as mutated fauna. Dingodile, Koala Kong, Tiny Tiger and you, to name a few. Currently employed by Cortex Power & Gas Co., you currently owe your allegiance to either Doctor Neo Cortex or Doctor Nitrus Brio. Like your fellow ascended animals, you likely possess great physical strength and a disposition to crushing your opponents. Sadly this great physique of yours came from the fact that more protons were put towards your muscles rather than your brain. You won't be expected to make contribution in the lab, to put it delicately.

Human 'Scientist' (50cp): You're not mad, you're a genius. That's what you've been insisting for years. The ridicule got to you in the end, and you were offered an olive branch by the mysterious head of the Cortex Power and Gas Co. to come work for them. Be you a ~~mad~~ biologist, physicist or meteorologist, your hypotheses and prototypes were never given serious backing or consideration. That's changed now, for you've seen what a bit of financial backing can produce within the castle of Cortex Island. With similar investment into your own research, who knows how wrong you can prove the world. You do, obviously.

Otherworldly Origins (50cp): This is, and is not, your world. Like some of the most dastardly denizens you're likely to encounter during your stay here, this is not your home (even if it is.) Perhaps you're in the wrong time, being born several centuries from now or millennia before your arrival. You could come from another dimension entirely, all the way from the first to the eleventh. Home, to you, may be untold light years away. The peculiarities of your origins I leave to your discretion, but you will be a stranger in an oh-so strange land.

Perks
Perks are discounted for the Origin presented with them. Some 100cp perks are free, as I'm sure you can read

Cyclone Spinning (100cp, Discount Washed Up Bandicoot): It must be a matter of instinct, for you possess the trademark ability by which Crash may come to gain great notoriety amongst the ranks of evil. Regardless of your form, you will be able to spin yourself at very high speeds, applying the resultant centrifugal force to your attacks. Even as an anthropomorphised Bandicoot, you will be able to break apart wooden containers and deflect enemy projectiles. In time you may increase your spin speed and the manageable duration of this technique, developing what could only be referred to as a Death Tornado Spin.

WOAH (100cp, Discount Washed Up Bandicoot): It's difficult for a Bandicoot to articulate what they think or how they feel. The anthropomorphisation process sadly didn't provide the capacity for complex expressions either. In recognition of this difficulty that you may now be faced with, the people around you have become considerably more understanding. Even if you chose to express yourself with a guttural grunt, an extended whine or the titular cry of this perk; those who hear you will understand the complex and nuanced information that you were clearly trying to impart.

Hovering Headpiece (100cp, Free Mask of Power): Mobility is generally considered a necessity in life and not everyone has limbs or an appropriately muscled abdomen or wing to get themselves from point A to B. You do not need such physical extravagances, being quite able to fly as fast as you can run under your own force of will. Alongside a great understanding of, and aptitude for, three dimensional movement, you can propel yourself as fast as you can run in any direction you wish to go.

Lighting Their Way (100cp, Discount Mask of Power): Witch Doctors are supposed to be the wise men and women of their tribes. They provide the wisdom and knowledge, as a light of their people's future. It seems you payed heed to the latter clause in the previous sentence, having learnt how to magically generate variable levels of light with no drain on your reserves. You may generate light from one part of your body to provide some visibility in a pitch cave, blind others with an intensity befitting of the magical majesty of the Ancients themselves and glow anywhere in between these two extremes.

Not A Dumb Grunt (100cp, Free Evolved Henchman): You're no genius, but you've had an education. In fact you were named Valedictorian, so you may very well be a genius or merely gifted. You're a bit of a renaissance man or woman, being quite knowledgeable in several STEM related subjects besides your Major, which I leave to your discretion. Don't expect to be acknowledged here though, some of your bosses have "left being brilliant behind with their mad sciences and unfathomable intellects."

Psychopathic Personality (100cp, Discount Evolved Henchman): There are two important faces to your personality, to your mind. There's the civil you and there's the uncivil you. You as you are now may be a gentle, kind hearted individual that has no desire to hurt a Bandicoot who only wants to reunite with his love interest. Unfortunately you have a job to do and so must crush your sense of decency and morality when certain acts need doing. You may act in an uncivil fashion when you it needs to be done. Break bones, decimate natives and otherwise act like a total monster when the need arises before reverting back to your usual, morally wholesome self.

Return To Sender (100cp, Free Human 'Scientist'): Go away…. go on, hop it. That's a really irritating ability you've got there. You can, somehow, teleport back towards your allies any time you're suddenly separated from them. This includes, but isn't limited to, being thrown by them into a massive pile of explosives to clear the way, or a platform elsewhere with a switch on it, or the bottom of a mountain from the tippy top. Just gotta make sure you actually survive all that.

For Want Of A Hammer… (100cp, Discount Human 'Scientist'): … you've always known you were stubborn, hard-headed your teachers would say. They couldn't have hit that nail any more squarely than with that adjective. You can quite safely detonate TNT through headbutting it, you can deflect plasma rounds with a cranial parry, you can 'open' locked doors will a skull screw. So long as your head is the aggressor, it'll generally come out on top. Huehue… on top.

Dimensionally Savvy (100cp, Free Otherworldly Origins): With this new history of travelling from world to world marrying your experience of Jumping from world to world, you've fully learnt to live with the ever changing cultures and scenery to which you're exposed. You quickly adapt to new peoples and places you encounter, ingratiating yourself and finding a place in alien cultures is truly second nature to you at this point. You're unlikely to ever be lacking in friendship and acceptance, no matter how out there the people you meet.

Uncertain OCD (100cp, Discount Otherworldly Origins): You're… a little on the obsessive side. You're quite capable of dedicating yourself to something with an unrelenting fervour. Be it cleaning, hunting down Power Crystals, getting revenge on an old owner; you can freely choose one goal to devote your resources and time towards. Although it may result in detrimental levels of neglect for other, now subjectively less important, obligations, your persistent pursuit of this goal with result in…. good results? I suppose that's a little obvious. You may redirect yourself to any new goal at will.

Bandicoot Jumper (200cp, Discount Washed Up Bandicoot): This is a world where one can seemingly get anywhere should they take the most unlikely looking path. You're extremely agile and flexible, able to jump more than your own body height in the air, judge the relative velocity of yourself and your desired landing platform and land comfortably from the equivalent of a several story building. Your ability to land on your feet is truly extraordinary. You may learn, in time, to 'land' mid-jump, while you're still in the air and jump once more from that position. A double jump, if you will. When combined with Cyclone Spinning, this perk offers a third jumping platform for you to spin over long horizontal distances and potentially hover to safety.

One Of The Kingdom (200cp, Discount Washed Up Bandicoot): The birds and the bees, the bears and the dinosaurs. Humans often consider all animals to be a part of one kingdom, separate from the domicile of Man. You've been adopted into this biological kingdom of Animalia, as one of many eukaryotic, multicellular forms of life that humans consider distinct from themselves. As a fellow animal, you tend to find that you're treated as a member of their in-group. A polar bear might mother you, a baby T-rex would offer you a piggyback and a bandicoot might respond to you in the way bandicoots interact with one another.

Bodiless Needs (200cp, Discount Mask of Power): Not everyone likes to eat Wumpa Fruit; nor can everyone find Wumpa Fruits should they need them. The Masks of Power have long been without bodies and the Wumpa related requirements those ask of them. Like your possible brothers, you are similarly spared from the demands of the body even should you have one. You do not need to breathe, though you may carry out the action should you wish to. Never again will you be plagued by hunger or thirst or sleepiness. Harsh environmental conditions aren't a concern to you, with extremes of atmospheric pressure and high temperatures providing very little in the way of serious impediment to your journies.

A Witch And A Doctor (200cp, Discount Mask of Power): The implication is in the job title, an implication that you know medicine. You know of several dozen herbs and tinctures to deal with most any ailment you would have had to deal with back in your day. In the modern world, herbal remedies get, what is, in your opinion, a bad rep for their questionable efficacy. When prepared by you or those you've personally taught in the ways of medicine, they

become vastly more useful when it comes to treating illness. Mint might quell dysentery, Gotu Kola would banish leprosy and an Elderberry Tincture should clear up the flu.

Hidden Depths (200cp, Discount Evolved Henchman): Everyone knows who you are. You're the henchman, the employee, the lackey, the one tangentially related to someone important. That's not right. You're not just some label or what's in your job description. Should you desire it, and you should desire it, you may force others to see you as you truly are, to recognise the many facets of your person and acknowledge you as an individual. You may be their enemy, a servant of the 'wrong' side, but you aren't a mere face in the crowd. Let others know who you are and that you matter.

Crime Does, In Fact, Pay (200cp, Discount Evolved Henchman): This persistent platitude, this dogged dogma never seems to die. There's a reason many turn to crime, and it's not that they're evil. It's just that there's money to be made in it. Quite a lot of money if you're lucky and talented. You are certainly the former, considering the surprising generosity of your benefactors (not me). You will always receive excellent pay for what you do, sitting on the highest branches of income for your industry. Should the work be a little shady your employers will recognise the risk they're putting you through and reward you appropriately. Let's just say that world conquest is a very shady business. Now take this envelope and the job.

Cyborg (200cp, Discount Human 'Scientist'): Much like Dr. Cortex's niece and/or daughter and his Igor-like assistant, you're one who takes well to cybernetic alteration. Particularly if the technology being grafted onto or into your body was never designed for such things. So long as the benefits are thematically appropriate for the technology in question, you can expect them to occur with what amounts to a cosmetic attachment. A mini-fusion reactor in your chest? Clearly you'll never need to eat or sleep again. Sewn a 3D printer in your guts? You can slowly regrow your organs. You don't need to make sense when you have science

As Cordial As Cortex (200cp, Discount Human 'Scientist'): Amicably evil is a trope that I'm sure you're labelled with quite often. A passionate environmentalist should really hate you for the damages to the ecosystem you're complicit in, but they can't bring themselves to do so. A certain Bandicoot family should resent you for all troubles you're likely to cause them in future, and yet they'll be willing to do a few odd back-breaking favours for you. In short, you're far more likable on a personal level that others find it hard to resent or begrudge you.

Old Friends (200 CP, Discount Otherworldly Origins): It's odd, but you can befriend the strangest of entities. Ancient evil locked away for who knows how long? You might as well go all the way back from college with how fondly they'll recall you after a nice conversation about the nature of good and evil. Extradimensional entity with a love for mind control? You could easily become genuine co-workers by sharing in your mutual dislike for meddling heroes and go out for drinks on the weekend later. Of course, if these people have cause to strike you down in particular, instead of doing so because you exist at all, then you might want to reconsider trying to befriend them.

Entrancing Entity (200cp, Discount Otherworldly Origins): The Cortex Vortex is an impressive piece of machinery certainly, especially when one considers that it was built by some barely evolved simian. Your understanding of psychotechnology and of applied psychiatrics differs from that of Doctor Cortex. The human doctor's approach is much too vulgar, too direct, for your tastes. Although a little slower, you can hypnotise others over time to alter their sensibilities and their loyalties. Tearing families apart and 'convincing' mortal rivals to work together are both perfectly doable with a few sessions.

Natural Intuition (400 cp, Discount Washed Up Bandicoot): You may only be a bipedal marsupial, lacking in a formal education or even a human level intellect, but you may be required to use fairly sophisticated hardware during your time here. You have a practical understanding of technology you get your hands on, even if you lack an

academic one. Flying a jet, fixing a bike, tuning a raygun; all these things you can do. You can't build anything complicated yourself, but you can keep anything made by others in good condition and use it to its great effect with this perk.

Mated Pair (400cp, Discount Washed Up Bandicoot): Did you know Bandicoots mate for life? No... that may not be true. There's a slight Schrödinger's marsupial experiment here, as I really don't know much about their mating habits, but I do know that you can direct yours and those you're involved with. From the start of a romantic relationship, and anytime that you're involved with someone, you can change the expectations and dynamics of the partnership. Do you want committed, exclusive monogamy? Something a little more casual? So long as they initially agree to it, they will remain content with the situation.

Doktor Of Witchery (400cp, Discount Mask of Power): There was a reason you were, or perhaps are still, so greatly respected in life. You are overflowing with mystic power, allowing you perform such feats as telekinesis strong and precise enough to safely carry a human being out of a pit, and firing a beam of pure energy capable of turning a human-sized marsupial into soot. If you'd prefer to fight in melee, this energy could be manifested as an explosion around yourself, or a cutting typhoon of pure power. Keep in mind that this doesn't really make you any more durable. You may also perform interdimensional and planet wide teleportation with several hundred pounds of weight.

Secret Witch Doctor Magic (400cp, Discount for Mask of Power): Thanks to knowledge of secret witch doctor magics, you've gained the ability to seal evil (or good...) spirits by creating an appropriate prison and performing a ritual of variable duration to bind them to it. To give you an example, an evil ghost of no notable strength could be sealed in a few minutes by preparing a shrine based on their own beliefs and deeds. Sealing a being on the level of Uka-Uka would require much more time and an entire temple dedicated to it... but, if the amount of preparation troubles you, I suppose you could brute force these rituals by throwing enough raw mystical power at it to beat whatever you're sealing into submission the hard way.

Mighty Muscles (400cp, Discount for Evolved Henchman): You're strong. More than merely strong, you're an emphasis worthy STRONG. Whether a result of animal ancestry or a quirk of mine, you have the muscles needed to lift Crash sized boulders and throw them as another might throw a tennis ball. Strength like this requires great size and comes with a boost to what one can endure, an evolved Bandicoot would have to stand at almost three metres if it wanted to support gains like these.

Big Bad Boss (400cp, Discount for Evolved Henchman): Your muscles, such as they are, are comparable to stone and your bones, should you possess them, would hold up favourably before steel. You're one tough cookie. That puny Bandicoot could spin at you for days, you'd barely be tickled. Crates of nitroglycerin, several hundred metre falls, satellite based ray guns; these would only wear you out. Be warned, you can't weather too much. You may still exhaust yourself in your exertion, even if your body remains unharmed.

Concocter Of Chemicals (400cp, Discount for Human 'Scientist'): The roboticists and the mechanical engineers do some impressive work, but the locus of their work is a little too distant for your tastes. No no, you'd much prefer to play with the body inside which your brilliance is hosted. Through the use of chemical concoctions and synthesised solutions, you can cause great mutation in living beings. Why, just chugging down an impromptu product of yours could turn one into a monstrous behemoth that could destroy a castle. With careful experimentation and deliberate creation, who knows how far you could push the human, or the not so human, body?

Engine of Destruction (400cp, Discount for Human 'Scientist'): Did you get a rocket lodged in your skull or something? It seems you've got some serious skill at rocket science, being able to create missiles that'd leave modern

militaries slobbering. Even if your budget is awful, you could probably turn an active missile stuck in your head into a life support system with minimal resources. More than that, you can create giant robots or transforming spaceships equipped with lethal tasers and gatling guns that can hold a hell of a lot more rockets than you'd reasonably think they could. Mental instability and sadomasochistic tendencies are optional, but recommended.

Survival of the Fastest (400cp, Discount Otherworldly Origins): You're not from around these parts, you're a representative of another world. Those delicate first contact situations should be between two people, they're much too sensitive to be conducted in a crowded environment. The gravity of these celestial engagements should never be underestimated either, for the fallout of a meeting gone awry could be truly disastrous. How fortunate for you then, that those conglomerates of people you deal with understand the necessity of not reneging on your agreements. So long as the representative you're dealing with consents to any terms you've laid out, the organisation as a whole must comply with your agreement. Be warned, this is a double edged sword. You must abide by whatever terms are agreed upon for you to meet.

Your Beautiful Brain? (400cp, Discount Otherworldly Origins): The Masks of Power? At best, intricate Halloween masks. Dr Cortex and his ilk? Brainless (read: literally with this perk) sycophants to the aforementioned holiday wear. The powers you wield are not so fanciful as magic spells, nor are you reliant on the infrastructure that the marvels of science require. You possess powerful telekinetic powers, allowing you to casually juggle annoying enemies you come across and delicate enough that you can safely remove the brain from a man's skull without damaging it. You can infuse this power into mundane objects, allowing you to awaken them as powerful servitors.

Crash Dash (600cp, Discount Washed Up Bandicoot): Forget reaching Doctor Neo Cortex's laboratories in a timely fashion, you could reach the Northwesterly corner of Australia in record times. Like Crash himself, you appear to possess boundless energy and stamina, running for hours on end without a need for a rest. Not only are you inhumanly fit, but fast as well. You can comfortably run at around the 'peak' of human potential, but this can be increased through training and experience to vastly above any human speed. Over time you may acquire insight into how one gets quicker through training. This understanding will give rise to explosive sprinting speeds, a Crash Dash, that'll blow all other records out of the water by several times when it comes to short distances. These dashes do drain your stamina in spite of the aforementioned "boundless energy and stamina".

Mindless Immunity (600cp, Discount Washed Up Bandicoot): Perhaps it's due to mindless idiocy or the foreign nature of your brain, but you find yourself completely immune to direct attempts to dominate and control you. You may be susceptible to manipulation and trickery, if you were before, but any direct attempt to control your mind will result in abject failure. Be it by technological, magical or by more esoteric means, the attempted method will find no hold on you.

Ancient Witch Doctor Charms (600cp, Discount Mask of Power): You and your charges won't have to suffer the loss of a loved one or close friend, not if you can help it. Which, with this perk, you can. Over the course of a few hours you can craft miniature facsimiles of yourself, models that hold a level your innate power. These then may be distributed to whomever you wish, but only a few could exist at one time. As your powers and experience grow, this limit may be increased into the double digits. Would be injuries are transferred to one of the charms on their person (destroying the charm in the process). If one had three of these on their person, they may use them to become practically invulnerable to all harm that might befall them for several minutes at the expense said charms.

The Fifth Elemental (600cp, Discount Mask of Power): Not all Witch Doctors call on magic under the same purview of the Masks of Power, and Uka Uka was far from the only evil in the ancient world. Four other Witch Doctors wielded power over the four elements to bring several disasters to the world. Between them Rok-Ko, Wa-Wa, Py-Ro and Lo-Lo brought about the Ice Age, numerous earthquakes and devastating floods. It was only by

the power of the Ancients that these four were stopped. Like one of them, you possess an overwhelming level of control of any one element. Although nigh-impossible to wield in combat, over time you could bring about unnatural disasters such as supervolcanic eruptions, hurricanes, tsunamis and earthquakes that can bring ruin to the world. Smaller scale acts are possible and will take much less time than anything as devastating as an Ice Age

Accepted Frenemy (600cp, Discount Evolved Henchman): Got an ungrateful boss? Feeling doubts about your political affiliations? Part of the losing side? Perhaps it's time for a change. Whether through the positive impression you've made on your rivals or their willful ignorance of the past, you can switch to an opposing side in any conflict you happen to be a part of and be accepted with open arms and unguarded hearts. This has to be genuine mind you, no playing spy and later betraying your new friends and family to your true Master. You're likely to incur the wrath of your old allies, so don't expect your old job back in the future. Even with these limitations on the perk, a clean slate with your once enemies and a chance for a better fate is surely worth it.

Tool For The Job (600cp, Discount Evolved Henchman): We all have a sense of sentimentality when it comes to our possessions. The intensity of these feelings vary and many put cherished childhood toys or romantic mementos at the beginning of this dearest list. If one were to ask you what you cherish most, you would look to the weapon at your side. You have an instrument of conflict, a singular tool, you can wield with incredible effect. Your understanding of the weapon allows you to play with technical quirks that don't even exist. If a flame thrower was that which you held by your heart, you'd be able to unleash a wide variety of pyromaniacal attacks that go beyond the base function of the weapon; such as launching explosive mines, flying with jet like thrust and precision burning.

Fan Favourite (600cp, Discount Human 'Scientist'): You're melodramatic, you ham it up and you're intense beyond belief, and fate loves you for it. A villain of your calibre can't just die or be securely locked away. A comeback is needed. A return with bigger robots, bigger guns and more Power Crystals. So long as you weren't killed in a direct manner, that is to say mano-a-mano or face-to-face, your should survive. Castle crumbles? You got to the basement just in time. Spaceship blew up? Your spacepod might take a few weeks to return to Earth, but you're well supplied. You find it almost trivially easy to build up beyond what you lost the first time, coming back after losing your island lab with an underwater lair with several new labs. Let the heroes have their day, for tomorrow is yours.

Evil GENIUS (600cp, Discount Human 'Scientist'): The jury may be out on the state of your mental health, but it has come back in regards to your brilliance. You are an inHumanly brilliant individual, far beyond the cognitively feeble worms you left behind. A Master Crystal to their mere power ones. Your golden mind would be most welcome in the castle labs, contributing voluntarily or on a slab depending on how you got in. It is a shame that your would be equals here are hampered so much by their little character quirks, but perhaps that's for the best. So long as you had the resources and the time, you could build damn near anything you put that big beautiful brain of yours towards.

Nefarious Jumper (600cp, Discount Otherworldly Origins): Time crumbles things; everything grows old and is forgotten under the power of time. It is an apparent absolute, one that none can overcome. You've dedicated many years of your subjective time to understanding this facet of nature, and in return it has offered you a small grace from its inexorable effects. Your understanding of temporal mechanics allow you to build machinery that grant you passage to its farthest borders. Although time won't permit you to throw causality to any meaningful degree, you can travel anywhere form the farthest futures to the dawn of the dinosaurs and claim artifacts such as Power Crystals for your own use as you see fit.

Polar Emigrant (600cp, Discount Otherworldly Origins): A moral mirror to the world you now inhabit, the 10th Dimension is a blasted wasteland where all that is good is evil, and all that is evil is good. No normal person could

hope to survive there... yet, you did. The years of your history being exposed to this inhospitable landscape and the sudden shift to your current one has granted you insight into the workings of dimensions and universes themselves. Should you acquire the necessary resources and be left to your own devices for a while, you could craft dimensional gateways, portals, beams that instantly transport one to and from different dimensions, any kind of dimensional travel method you can think of really.

Items

WOAH WOAH WOAH WOAH WOAH WOAH (Priceless, but Free For Every Origin): Woah is Love? Epic WOAH, Guy. Never Gonna Woah You Up, Woah-ing in the 90's and many many more. The greatest album of its era, of all eras, is now yours to play wherever you go. You can listen to Woah 96 in your head, share it with friends, have it played out loud or stream it to anywhere in the world. Now that's what I call WOAH.

Infinite Pancakes (Free for Every Origin): PANCAKES!!! You have an infinite supply of delicious pancakes maple syrup, butter, strawberries and blueberries never again will you need to fight through a villains elaborate plot merely to have breakfast. If you're the Anon who said "fu never finishes", you can't have any pancakes.

Sturdy Sneakers (100cp, Free Washed Up Bandicoot): Upon arriving in this world, you will find a pair of casual sport shoes of an unknown brand. These shoes, while comfortable, don't appear to have any special qualities that one could discern. However as you use them, wear them in and out in all conditions, their value will be revealed. These shoes don't wear down, they stay dry on the inside, provide ample grip on most surfaces. Surprisingly excellent footwear for the volcanic jungles where you'll begin your journey.

Coloured Gem Key (100cp, Free Mask of Power): As a Jumper, you're going to places others would never dream about and find truly undiscovered country. But one can find hidden pockets of long untouched land wherever they go. If they bought this key, at least. This key, so long as it is on your person, provides discoverable hidden areas within larger locales in which you happen to be. Perhaps you'll find an oasis in an insufferable desert or a series tribal totems in the deep jungles of N. Sanity Island.

Explosive Repository (100cp, Free Evolved Henchman): Crates of TNT and Nitro, mines, grenades, bombs, etc etc. Barely enough to make one like Dr N. Gin take note of you, but surely enough firepower to reduce Cortex's Castle to rubble. The recipes for the chemical component of these weapons are included with them on a desk in your warehouse, should you run out. Not alot to say about this purchase.

Crystal Battery (100cp, Free Human 'Scientist): There seems to be a lot of contention as to how many crystals of power exist. For the purposes of this Jump, know that there is twenty-five besides the unique Master Crystal, and the Super Big Power Crystal. Now, we have twenty-six, with one having been converted to a battery to serve as a source of electrical energy. This battery alone could supply every installation the Cortex Power & Gas Co. have in the Australian subcontinent.

Comfy Support (100cp, Free Otherworldly Origins): Many EDEs and Aliens appear to be somewhat lacking, when it comes to their physicality. Their heads may be too large to support with their bodies or they'll lack a body entirely. So take this supportive chair, so that you may lounge about and not drag your head through the sand and the dirt of the Wumpa Archipelago. It may be a large egg holder, with five spindly legs that can carry you above the jungle floor or your seat may hover a few metres in the air, so long as there is a solid surface below it. The platform will not come with any weapons or extensive protections, however you may modify it as you will.

Baby Hunter (200cp, Discount Washed Up Bandicoot): Aww… what a cutie. It seems someone has earned the affections of a little predator. Be it a Polar Bear cub or a young T-Rex, this little gal or guy will let you ride their back and play fetch with you. Not only may you choose the predatory species, but you may also decide here whether or not it'll grow up to match its progenitor. Your new friend can stay at a size that's ridable for an anthropomorphised Bandicoot or it can grow to being a dozen times larger that size. Both choices have their appeal and both are pretty cute, no doubt.

Uka Tree (200cp, Discount Mask of Power): This tree, of the same family as the one Uka Uka is currently sealed, is an ideal space for sealing spirits. There is no practical limit as to how many you can seal within the tree. Of course, with the appropriate rituals you could seal hostile spirits wherever you want and not risk them all escaping at once. This Uka Tree is more like the namesake of the prisoner it houses, for there is an utterly unique quality of questionable purpose to this one. Spirits bound to the Uka Tree bought here will be slowly dissolved, turned into a magical mulch that will greatly benefit the surrounding environment. Had Uka Uka or the Elementals been kept here, then they would be less than a distant memory as of your arrival.

Signature Weapon (200cp, Discount Evolved Henchman): You have a signature weapon. It can be any non-magical weapon that you can wield (unless you're importing it and it's already magical). This weapon is unquestionably yours, those who see it immediately associate it with you should they know you. Whether it be a bronze plated Trident, a M1928A1 Thompson or a Flammenwerfer 41, it is a beautifully crafted example of its kind. This weapon seems to care for you as much as you must for it, for it refuses to bring any harm upon you no matter the circumstances.

Ray Guns (200cp, Discount Human 'Scientist'): How would you like to be in possession of a sizeable armory of Ray Guns? We're talking Ray SMGs, Ray Rifles, Ray Handguns, every kind of Ray under the sun. They come with the standard settings for these sorts of weapons: Stun, Burn, Disintegrate and Love. No questions until after the sale. There are no safety features on these weapons and they really are liable to blow your hands off should you play with the knobs too much. I suppose that's what I get for switching to the love setting on every female villain I encounter.

Brass Fork (200cp, Discount Otherworld Origins): A perfect copy of the weapon used by Dr N. Tropy. This man sized implement relies on a principle of temporal uncertainty. It forces the world to realise a future possibility for a few seconds, allowing the wielder to summon a wide variety of mundane materials and structures until the uncertainty breaks and that which should have been reasserts itself. Even with this fine limit, building structures to help you navigate the world or block the passage of another can be invaluable. This tool possesses a second function, allowing one to manifest this UncertEnergy in the form of homing attacks and sweeping death rays.

The Hog (400cp, Discount Washed Up Bandicoot): Just listen to the purr, she's a beauty and a beast rolled into one. This motorcycle wouldn't look and sound out of place under you in rural America during the '50s. The greaser aesthetic is as far as similarities go however, as The Hog's performance is comparable to the Dodge Tomahawk with a top speed of 680km/h. She also comes with a pricey leather ensemble for the discriminating customer, though we have a vegan alternative made from the skin of Bandicoot poachers should the former offend your sensibilities.

Island Body (400cp, Discount Mask of Power): The main limitation on the powers of the Elemental Masks are how long it takes them to influence the environment through their magic. With this item, you may pull significant chunks of the natural world around you to form an artificial body that you'll inhabit and direct. Atop a glacier? Expect the construct to be primarily composed of ice. Inside the heart of a volcano? The core of your body will be magma. A glacier inside a volcano? Your new body will be a bit logic defying, but this is magic so you don't have to justify it. Whatever the materials that go into it, this golem should stand around five times the size of your average human male.

Boss Room (400cp, Discount Evolved Henchman): It need not necessarily be a room, but you have a contained arena in which you like to do battle. When you're about to fight a noteworthy adversary, you may bring the conflict here. It could be a small Colosseum in which you fight, perhaps a cave carved into the ice, maybe a command room on a space station. No matter what you should choose, this is where you'll have the highest chances of winning. Traps are set in your favour, allied mooks may come to your defense and you'll have the moral support of an eager audience awaiting your victory.

SCIENCE Laboratory (400cp, Discount Human 'Scientist'): It appears that Dr Neo Cortex has extended to you a most generous offer in exchange for your intellectual services. You have your own lab. You have scientists and engineers of all stripes, fiscal support and a complete lack of ethical expectations for all your research here. Of course, for the next ten years you'll have to prove yourself a financially sound investment to the puppet company you all supposedly work for, but after these first years you'll continue to receive support in blind faith of your work. This laboratory also comes with an upgraded prototype of both the Cortex Vortex and the Evolvo-Ray for all your indoctrination and anthropomorphisation needs.

Space Jet (400cp, Discount Otherworldly Origins): A nimble little fighter jet you managed to get past intergalactic customs, this nifty ship is packing some serious heat. Although limited to sub-light speeds, it's still blisteringly fast and yet easily handled. Navigating the circumstellar disc of our solar system, whilst dogfighting with dozens of lesser ships, should be easy for one with technical competence. The lasers on this fighter can blow apart large asteroid and space stations within seconds, so don't expect too much resistance outside of larger warships.

Fruit Bazooka (600cp, Discount Washed Up Bandicoot): Ray Guns? Nitroglycerin? Tridents? Pssh, you don't need any of that. Buy this FruZooka if you're looking to get serious. Fires heavy kinetic slugs far faster than the Ray Guns advertised above. It's easy to maintain and one can find ammunition at any grocery or in many specimens of shrubbery. If you buy now, we'll even provide you with a large crate of Wumpa Fruit every month both on and off of the Archipelago you find yourself.

Wumpa Archipelago (600cp, Discount Mask of Power): Got a prime piece of Real Estate for you, don't I? The Tasmanian Islands, also known as the Wumpa Archipelago or the Wumpa Islands, are a non-fictional archipelago south-east of Australia, near Tasmania. Featuring a most unique and delicate ecosystem, beautiful weather. It'd be a shame to put such a picturesque place behind you, unable to return with convenience. I insist that you take proper ownership of the islands, take them with you to future worlds. If you buy them here, I'll let you reset them to a 'factoryless' condition whenever you want after this Jump.

No, It's Not Cortex's Company (600cp, Discount Evolved Henchman): The Cortex Power & Gas Co. isn't technically run by the good Doctor. The CEO who handles this legitimate face of his evil organisation is Don Pinstripelli Potorotti, or rather was the Don. He's retired from this front to fully dedicate himself to serving as Cortex's bodyguard. You've been given the reins to reign over this financial empire with little oversight from the disinterested Scientists you're currently serving. They still haven't noticed that you changed the name to Jumper's Power & Gas co. and massively expanded it into a world leader is power provision. Enjoy having the resources of a powerful multinational company under your fingers and feel free to take it with you wherever you go.

Academy of Evil (600cp, Discount Human 'Scientist'): It appears that Madame Amberley suffered a rather serious accident. She tripped down a flight of stairs and must have fallen onto those two bullets. It turns out you were her favourite student and that she's bequeathed the school to you. If they're evil and educated, the student probably graduated from here and would be all too eager to assist their headteacher as alumni from the Academy. In short, you have complete control of a private educational institution that churns out the brilliant and the malevolent. You also have access to a veritable army of mutants, robots and engineered monsters to keep said students in line.

Time Twister (600cp, Discount Otherworldly Origins): A warehouse attachment, the product of several lifetimes of work. This is the Time Twister 2.1, a marvel of temporal engineering. The usual limits of time travel still apply, but the accuracy of these portals go well beyond the works of Dr Tropy. Not only can you decide exactly when and where you want to go, the Twister comes with a fairly accurate search engine. This engine will scan through history,

finding the approximate dates and places of people, events and artifacts you're eager to meet, visit and plunder and will take you within a reasonable 'distance' to locate said subjects.

Companions

Canon Companion (100cp Each): Are you loco for Coco? Want to smash with Crash? Feel like letting Cortex in your vortex? This is the purchase for all your deviant desires, for all your waifuing and husbandoing needs. Purchasing this option will all but assures that you can persuade one canon character to join you on your journeys beyond this world. Only characters that are present in the series can be purchased with this option, but I suppose that's kind of obvious.

Imported Companion (Variable): Yeah yeah, you have friends. Stop rubbing it in. If you've got someone, or multiple someones, you want to 'import' (we really should rename this feature), then this is the option for you. 100cp for each companion, though for 400cp you may bring up to eight people with you. Each import gets, oh I dunno, an origin and 800cp to spend. Sounds good?

Suicide Penguins (300cp): After several union battles and months of missed pay, many of the penguins in Cortex's employ have decided to come work for you. Why they need a union or pay when they live to later blow themselves up, who knows, but they're yours now. Once every few days, when you're in a tight spot, you can call on a few dozen of these little guys to come and blow up whatever's in your way.

Drawbacks
Take…. up to 700cp in Drawbacks?

Is that… a Dragon? (+0cp): I'm pretty sure no amount of anthropomorphisation can do that… it appears the world is now populated with hidden communities of Dragons. Big ones, egg covered ones, purple ones, all kinds of Dragons really. This world has now married that of Spyro the Dragon, with characters and events from both franchises coming together for your next ten years.

Nutritional Needs (+100cp): The recommended number of fruit and vegetables one needs to remain healthy varies from country to country. Some suggest as little as three, others insist on eight. As someone who's concerned about their health, you've decided that you must eat every fruit you can get your hands on. It just so happens that the Wumpa Fruits are in season for the next ten years, so you'll easily meet your nutritional needs. I'd recommend that you consume several dozen a day, or else you might develop scurvy or some other condition born of vitamin deficits.

Papu Papu (+100cp): It appears Papu Papu has a hankering for your flesh, metal, shell, etc. He and his tribe are determined to eat you during a bi-yearly feastival in honour of a totem or two. So long as you avoid them for the week of that festival, they'll lose any pressing desire to devour your succulent Jumper body. Be warned, if they get you in the pot; you will end up in their guts. If you can survive that, then you're a Mary Sue and should feel ashamed.

Lazy Days (+100cp): For the next ten years, you'll feel much like I do typing this option out. Basically, you can't be fucked to do anything

Generally Incompetent (+200cp): I'd accept that you're unlucky, if it wasn't for the fact you consistently fail at what you're aiming to do here. You'll fail to save the girl, your moon destroying ray gun will self-destruct, you'll miss the dart board and hit yourself in the back of the head. Eight times out of ten, when you have some notable goal in mind, you'll fail to achieve victory. So long as what you're doing is unimportant in the grand scheme of things, you won't suffer from this drawback. Never reach for the heavens though, or I'll kick you into the dirt.

One Path Game (+200cp): Whenever you want to get from significant landmark A to important place B, you'll be forced to travel down narrow pathways. These paths will be filled with hostiles, traps, pitfalls and other such obstructions. Basically this drawback 'gamifies' the Jump, turning it a series of running gauntlets, or "levels", you'll have to deal with to progress during your time here.

Obligatory Drawback (+200cp): You know the one. The one where I shut down all your perks and your warehouse access for the duration of the Jump. Well, not entirely. You can access the items and use the perks you've bought in this Jump, otherwise the extra 200cp wouldn't really be all that useful now would they?

Nitros Won (+300cp): Well… this is awkward. It appears Nitros Oxide won against Earth's representative racer. As per his promise, the Earth is to be terraformed and its inhabitants enslaved. His species will be sending a large fleet to subjugate the planet before irreparably changing the face of it. You have an obligation Jumper, a duty to save the world from this extra-terrestrial threat. Should you fail to stop the fleet or their terraforming technologies, you'll 'fail' the Jump and your travels will most certainly come to an end.

Extra-Dimensional Horror (+300cp):
He Comes For You Now
From The 17th Dimension
Unfathomable

Not Cthulhu Is
Ever Hungering For You
To Devour Us All

Ending

Oh…. you're all done here? I feel like that was a lot shorter than ten years. Whatever. As I see it, you have three choices for your future:

If you want to **Stay Here**, feel free. It's a pleasant world for those sick of travelling the multiverse.

If you want to **Go Home** to your original home world, do so. Your Jumping days will be over and it's a shame you didn't keep it up until the end, but you do you.

If you want to **Move On** to a new adventure in a new world, then I'll send you on your way and continue to root for you.