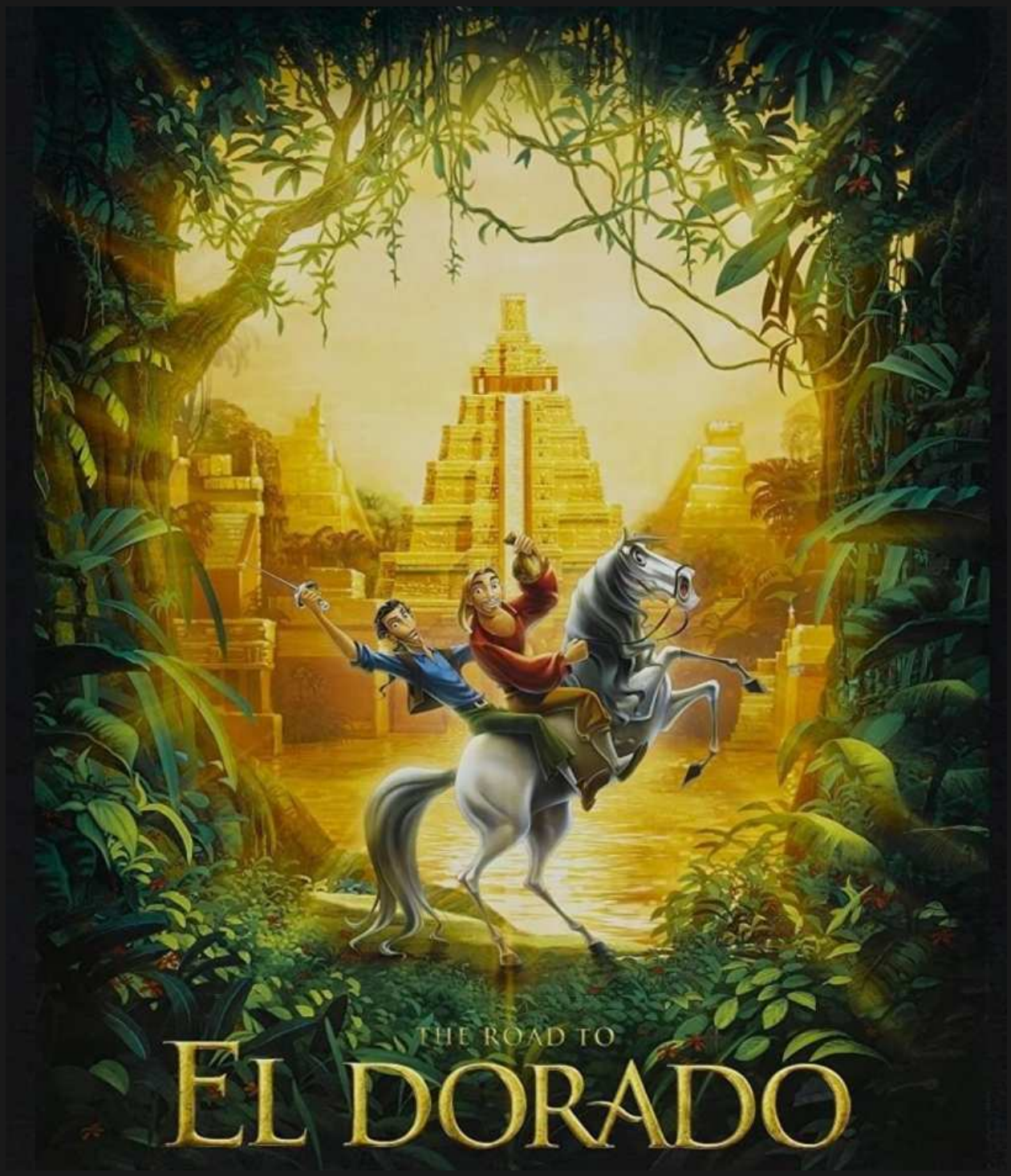


Jumpchain

By: Just_Another_Anon

Original Jump by: Aionon

According to legend, one thousand years ago the Gods created a paradise on earth. A glorious, golden city called: El Dorado. Of course, such a city could only be a myth... right?

Welcome, to the world of 'The Road to El Dorado'! This is a world filled with adventure, and most importantly, *gold.*

You'll be starting your time here in the year of our Lord 1519, just as Hernan Cortés sets off on his expedition to the New World (from Madrid, for some reason), and two charming rogues are playing quite the eventful game of dice.

Of course, it wouldn't do to let you go empty handed
You receive 1,000 CP to start your journey here

Origins

You may choose your age and gender freely. Either Origin may be Drop-In

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Spaniard: You hail from one of the great empires of the world, and one of the foremost powers on the seas. The world is in an Age of Exploration, and all of the riches of the New World are potentially yours for the taking. Or, perhaps, you merely wish to sail for adventure?

Native: Child of the Gods, you have been blessed to be born into the earthly paradise of El Dorado. For the moment, your grand city stays hidden away from those who would seek to plunder its bounty. Though, perhaps the Gods will return to help lead your people to safety and even greater prosperity? Or, perhaps you have no true ties to this paradise and long to make your own.

Perks

You get a 50% discount on perks of your own origin, with 100 cp perks being free.

General

Golden Soundtrack – Free: Truly, what would the world be like without music? Presumably much less enjoyable, but fortunately you will never have to find out. Not only because you're now proficient in an instrument of your choice, but also because you now have a unique soundtrack composed by Sir Elton John (as well as the soundtrack for 'The Road to El Dorado') accompanying you.

By default, only you can hear this music, though you may allow others to hear it as well. No one will ever find this odd.

"Apparently, El Dorado is native for great. Big. ROCK!" – Free: Well, actually, "El Dorado" is *Spanish* for "the gold". Fortunately, you now know these kinds of things, as you are now fluent in both Spanish and the native tongue of El Dorado. This perk will also help you pick up languages faster in future jumps.

Body of the Gods – 50 cp: Let it never be said that the leading roles of this story are lacking in the looks department, nor that the gods are stingy with their blessings. In terms of appearance, your body is such that it would leave many mortals in awe. The attractiveness you possess should see you easily charm the shallow and even overcome the will of some of the more stubborn minds. Though this won't help if you can't sweet talk them into whatever you have planned for them. Still, it should be trivial enough for someone blessed by the gods.

Spaniard

"You fight like my sister!" – 100 cp: If you've fought his sister, you'll know that's a compliment. You are now highly trained in both fencing and stage combat, or 'Flynning' if you're particularly trope literate. Perfect for any swashbuckling adventures you may find yourself in.

"Today, we sail to conquer the New World" - 100 cp: It is the Age of Exploration! A time of grand adventure where one can stumble across famed and ancient cities filled with strange magics and power. All to be conquered in the name of great treasure! In pursuit of such a goal it will not do you much good if you lack the ability to get there. You can now serve as an adequate sailor that can navigate by the stars, be an able deckhand and ride a rowboat all the way to land proficiently even when in deep waters. You can also swim, that's pretty important.

"How's the escape plan coming?" - 200 cp: Great, so you are stuck in a hopeless situation and need to escape. What's your idea, smart guy? Oh, that's actually pretty good, I like it. You're pretty good at creating feasible plans on the fly, even in stressful situations. Admittedly, there might be some steps missing from those plans, but that's what improvisation is for right? These plans, even if half assed, will tend to work better on average than just going in blind; and if it's actually a good plan, it might just steamroll on regardless of complications.

"For Spain, for glory!" - 200 cp: The backing of royalty is a strong show of force and authority. While some more unscrupulous characters might find it easier just to get on a random boat and travel to the New World, such endeavors are foolhardy and reckless. As an individual of worth, it will be easier to gain the approval of legal higher powers. An obviously foolish plan will not see much merit given but anything of worth, or even those viewed with ambivalence, will most likely be deemed acceptable. It is proper to keep in mind that this does not affect the depth of your relationship but it can see you cut through a fair bit of red tape when gaining an official audience.

"That trail that we blaze!" - 400 cp: Look out New World, here comes Jumper! Brave, intrepid... and then some. You just seem to have a knack when it comes to finding adventures. They might not always be rewarding in the *material* sense, but you'll always get something valuable out of it; even if it's just a really pretty view at the end. All this adventure has also given you a renewed zeal for life, after all who could ever grow bored with a life like this?

This perk may be toggled on and off should you wish to take it easy for a while.

"My crew was as carefully chosen as the disciples of Christ" - 400 cp: Ignoring the fact that Christ would accept anyone who was willing to be one of his disciples. You have an easier time finding and recruiting those who meet whatever exacting standards you have. Going on a voyage to the New World? You will find naught but the finest sailors available, you need only ask them to join and give them fair share. Of course, you are capable of actually *leading* those you have recruited, as well as keeping their loyalty. Go forth and conquer, Jumper.

"They actually think we're Gods." – 600 cp: Whether it be as simple as rigging a game in your favor to swindling an entire town out of their riches, you can pull any kind of con with grace and style. But that's not all you can do, far from it, you can even con *fate* itself. You see, you're now able to slot yourself into any prophecy as the main role, and fate will bend over backwards to make it seem like you're them.

Pretend to be a chosen hero? You'll find that the sword that only they can wield lets you pick it up, or at least you wind up finding a convincing enough duplicate. Pretend to be a god? A volcano about to erupt will stop at your command... that you shouted out so you could try and get some time to think of a plan.

Just be warned though, this won't give you any of the *actual* powers or training the role you took over should have. So if you're too careless, people might start noticing you're not actually who you say you are. Even then, you still have more leeway than most when it comes to not being caught. So go ahead Jumper, be a god, I hear the perks are great.

God of Death and Conquest – 600 cp: Rather than a captain and his men, instead what your enemies see is different. A wandering catastrophe, a scourge of men, a horde that destroys nations. The air around you reeks of death for those that draw your ire; the depth of malice and cruelty you can willingly project would chill the bones of battle hardened veterans. In comparison to such veterans, battles led by yourself are decidedly one sided should you possess a moderate amount of advantages, such as superior technology or education, allowing you to overcome greater numbers. Such battles rarely turn against your favor as ambushes fail and get reversed by the fear you can bestow upon the hearts of these forsaken men. While there might be greater military generals, in lands still ripe and new to the horrors of modern warfare you are truly a god. Some might even beseech your mercy and aid you in killing their brothers, for hopes they might be spared, especially those who seek the god of death you can portray yourself to be.

Native

"Where was she keeping them?" – 100 cp: Probably the same place you hide your stuff. You are able to hide objects up to the size of a large book on your person... even if you honestly shouldn't have a place to hold them. Whenever you need to retrieve an item you've tucked away, all you need to do is just reach into your coat or shirt or even just reach behind your back if you need to, and the item will suddenly be in your hands.

"The Gods have awoken!" – 100 cp: You can certainly be a very... bombastic person, can't you Jumper? Whether that comes from a love of theatrics or an overwhelming zeal towards what you're espousing, it certainly lends well to public speaking. You could project your voice over an entire stadium to make a grand proclamation without the help of any equipment. When you speak Jumper, people will listen... even if it's because you're speaking too loud to ignore.

"To err is human" – 200 cp: Just because you are from a faraway land does not make you that different from those in the Old World. The common vices of mankind are within everyone, and that understanding is something you have internalized quite well. You are not a fool, ignorant to the means of others, it can be easy for you to recognize deceit where others might blindly accept. While not foolproof by any means, cons and lies will be easy to discover should you go investigating or thinking deeper on what was said and the actions of others. Of course not all falsehoods are bad, sometimes a lie can be convenient and beneficial, such a verdict should be yours to decide.

"My only wish is to serve the gods." – 200 cp: And serve them you shall, after all you know all the rites that need to be observed and performed. In this and future jumps, you will have an immense knowledge of any local religious festivities and how to properly prepare for them. Helpful for both celebrations and sacrifices.

Jaguar Warriors – 400 cp: Well, aren't you a biggun? You're exceptionally strong, and have a physique that shows it off; whether that be a toned and fit body or something more akin to a strongman. Whatever physique you choose, you are also quite the accomplished athlete and are quite skilled at Ollamalitzli in particular. Obviously, your physical prowess would also lend themselves quite well to combat. Why, you're strong enough that, with the right leverage, you could probably hold up a giant stone pillar... albeit, only briefly.

"Needs a bit more... body" – 400 cp: The recipe for this potion isn't quite right. Let me consult the recipe book... Ah! I see the problem now, just have to kick some poor fool in there to give it the right oomph! You seem to have a deep appreciation for the ancient Aztec tradition of human sacrifice! This appreciation even goes so far as to affect any supernatural powers you have, allowing you to enhance them with the power of blood. Though, the more powerful the ability the more blood you'll need in order to see any meaningful enhancement. Please try not to go overboard Jumper, not everyone is as... enamored with blood as you are.

"They shall never find the city" - 600 cp: In order to run an ancient city filled with treasures, it is important to be a wise leader that can see your people through times of hardship. As a governor of your people you are a deft hand at the administration and guidance of your people. Being quite the charismatic individual, you will not find yourself outpaced by cunning religious heads or self-proclaimed gods. When opportunity presents itself you will be fully capable of taking advantage of changing tides for your own political advantage. Most importantly of all, your well governed lands filled with treasure will draw a lot of competitors, as such while you are not lacking as a military general your real strength lies in keeping your city hidden from those with ill intent. With the air of mystique and the riches your land will possess it will surely become a legend told throughout the ages.

"And so dawns the Age of the Jaguar" - 600 cp: Despite the conquistador's talk of the locals being heathens, the Gods of this land are all too real Jumper... and they've bestowed a gift unto you. Being attuned to the Gods quite vividly, the only one who can match you in mysticism is the notorious Tzekel-Kan. By a wave of your hand and some words realistic illusions can sprout from the walls and the surroundings, tricking the eyes and minds of onlookers. With vast knowledge you are able to brew powerful elixirs that could allow you to bring giant statues to life, or let you peer into prophecies, and poison others. Such perception of the mystic arts lets you discern the potency and effects of spells and potions by scent alone.

Items

You get a 50% discount on items of your own origin, with 100 cp items being free.

General

Outfit - Free: It wouldn't do to just send you off without even making sure you're properly dressed, would it? Both origins receive a set of clothing befitting their starting location. Whether this be sturdy sailor garb or priestly vestments, they will always be nice and clean then next morning.

Pet Armadillo – 50 cp: This here is an adorable little pet armadillo that you can take with you on your travels. It's very friendly and cooperative with you and will try to help you anyway it can. In addition, its rubbery hide is great for petting! With some clever thinking, and your adorable pet's assistance, it could easily serve as a rubber ball without getting harmed any more than such a ball could be. Of course it can move on its own while appearing to be a rubber ball, but you wouldn't take advantage of that would you? In case you were wondering, it seems to have a taste for butterflies which it finds delectable.

Glorious Warehouse of the Golden Jumper – 100 cp: El Dorado truly has some beautiful architecture and designs, and now your Warehouse can share in its glory. There is now a small, golden, statue in your Warehouse that you can use to change its aesthetics to that of a golden temple. This can also optionally change the appearance of the door/portal leading to the Warehouse to a more golden and ornate temple entrance if you wish.

As a bonus, this comes with a small outside area containing some of the flora and fauna of El Dorado. Just be warned that said fauna may take anything you leave out here; if you want to keep something safe, keep it *in* your Warehouse.

Boat – 100/200/300 cp: As you have no doubt realized, there is a *lot* of water between Spain and the New World. Fortunately, that's why we have boats. For 100 cp this will get you a rowboat, as well as enough food and water to feed two people. The food and water replenishes daily, though no one ever seems interested in buying any.

For 200 cp you instead get a ship fit to carry the Gods themselves. This ship has been designed and crafted in the native style of El Dorado and, unlike the rowboat, actually has a sail in addition to the oars. This ship also has quite a bit more storage space than the rowboat, perfect for sailing away with a decently sized hoard of gold. At this tier the replenishing supplies increase so that you can feed up to four people.

For 300 cp you will instead be getting a fully crewed Spanish galleon. The crew is completely loyal to you and count as followers. In the unfortunate event that any of the crew members should die, you'll quickly find replacements when you dock into port. At this tier your replenishing supplies are enough to feed both you and the crew.

Spaniard

"If I believed in fate..." – 100 cp: Then you wouldn't be using these. You now own a pair of loaded dice, guaranteed to land on whatever numbers you need. If you wish, you can also have them act as normal dice, which will probably help you convince people that you really just are *that* lucky.

"I'll give you the honor of a quick and painless death" – 100 cp: The world can be a dangerous place, and you won't always be able to talk your way out of a situation. Fortunately, that's what this is for. You now own an expertly balanced rapier, as well as a well made sheath for it, perfect for when you find yourself in trouble.

Bag of Pesetas – 200 cp: Looks like you've just come into some money, Jumper. Whether you got it from swindling people in a game of dice, or actually worked for it, you now have a small leather bag filled to the brim with pesetas. This bag alone could probably let you live a comfortable life, especially since the coins in it seem to refill at the end of every month.

A Very Intelligent Horse – 200 cp: This steed seems to have taken a liking to you, Jumper. This magnificent beast is about as intelligent as the average human, and has a remarkable white coat. They'll be willing to follow you wherever you go, though be ready for some sass if you start making *really* stupid decisions. They enjoy apples, and also may or may not answer to the name 'Altivo'.

Map to El Dorado – 400 cp: Your own personal map to El Dorado, the city of gold. And not just the El Dorado in this jump either, but to El Dorado in all future jumps as well. Should a setting not have an actual El Dorado, then a similar location will be retroactively added. Just be careful, just because you have the map doesn't mean the path to El Dorado won't be dangerous.

Arquebuses and Armor – 400 cp: Gearing up for war, Jumper? Because what you have here is enough guns, ammo, and armor to outfit quite a few conquistadors. But that's not all: the gunpowder, bullets, and any lost or destroyed equipment will be replaced the next day.

Stone of the Gods – 600 cp: In this and future Jumps, there now exists a giant stone with your likeness upon it, as well as any companions you may have. When you get close to it, the face will change to show a grand prophecy involving you that can best help you accomplish a goal you have. Following this prophecy will lead you on a grand adventure sure to bring you wealth and glory. Once you have involved yourself in the prophecy, the stone's face will be fixed and can act as a focus for any faith based abilities you may have, or any prayers directed to you.

Fleet of Conquest – 600 cp: Oh boy, this... this is a *lot* of firepower. You are now in command of a fleet of five Spanish galleons, all of which have the effects of the 300 cp '**Boat**' option above. In addition, if you've purchased '**Arquebuses and Armor**' then that's upgraded to be able to outfit your new army. Looks like you were gearing up for war after all, huh?

Native

Ulli Ball – 100 cp: A nice, simple, rubber ball. Perfect for playing Ollamalitzli, or really any game that requires a ball in general. This ball can take a lot of punishment, though not a supernatural amount. Comes with spares in case they break or should you wish to run multiple games at once.

Maquahuitl – 100 cp: The most cutting edge of Aztec weaponry. Made from the finest wood and the sharpest obsidian blades. This weapon is a hallmark of good design that should serve you well in contests of strength and blood. With it you could slice open the metal plate of any Spanierds looking to take your land. If you'd like, you can instead have another weapon found in El Dorado; such as a spear with an obsidian head.

A feast fit for the Gods – 200 cp: In the city of El Dorado, prosperity and yields flow freely back to the people. The blessings of the Gods often arrange themselves in odd ways but it's important to give back in a suitable manner. Here lies a grand assortment of fine foods, delectable delicacies, and most importantly: alcohol. Once every week, you'll be able to summon an assortment of El Dorado's local cuisine. This luxurious banquet is enough to feed an entire city and satisfy even the most discerning of pallets.

Potion Supplies – 200 cp: An assortment of fruits, vegetables, herbs, and other assorted ingredients. While this may sound more like a list for a larder, everything here is useful for creating mystical potions and not necessarily edible. Also includes a stone cauldron for mixing your brews, as well as some festive tiki umbrellas for serving (how they got here is anyone's guess). Any depleted supplies will replenish at the end of the month.

"*This* is how the Gods should play ball!" – 400 cp: An extravagant Ollamalitzli stadium has been added to your Warehouse. It comes with everything you need to play the game, as well as some people to play against (should you not have enough people already). These players may wander around your Warehouse if you wish or participate in other sports of your choosing, but you might need to teach them how to play.

Magical Codex - 400 cp: Well now, I'm sure Tzekel-Kan would be very interested as to how you got your hands on this. In his many religious pursuits and studies, along with that of his forebears, this codex has been compiled over countless generations. While it appears to simply be a collection of clay tiles, this codex contains powerful magic rituals capable of shifting the fate of El Dorado, all approved by the gods of course.

El Dorado - 600 cp: This glorious city was built by the divinities. By Gods who sought fit to bestow the gift of a paradise, peaceful and harmonious, upon us mere mortals below. And now this golden paradise and its inhabitants will follow you on your journeys Jumper. It can be either imported into future settings, safely hidden away from those who would seek to exploit it; or it may be kept as a warehouse attachment at your discretion. As a final boon, any modifications to the city may be kept between jumps.

Giant Stone Jaguar - 600 cp: Well, it's called the "Age of the Jaguar" for a reason after all. This giant stone statue of a jaguar has been magically linked to you Jumper, allowing you to control it like a puppet. In terms of offense this thing packs a punch, after all you *are* hitting someone with several tons of stone. Defensively, the jaguar can survive a brief submersion into lava without having to worry about melting. In the event that the statue is ever destroyed, you'll receive a replacement after a year.

Companions and Followers

Companion Import/Creation - 50/300 cp: You can import or create additional companions for 50 cp apiece, or you can spend 300 cp for eight companions instead. Each companion gets an origin of their choice and 600 cp to spend on perks and items.

Canon Companions - 50 cp: Has someone here caught your eye? There's Chief Tannabok, Tzekel-Kan's an option too (if you want him), as well as... Cortés. Okay, yeah, I know you're just here for Chel; that's why I'm only charging 50 cp instead of 100 to bring her along. Well, *that*, and the fact that she wants to get out of El Dorado and *you* can definitely help her with that. If you *do* actually want to bring any of the other three along with you then feel free. If you're looking for the main duo however, then look below.

Miguel and Tulio – 100 cp: Tulio and Miguel! The dynamic duo of the film are more than willing to come along with you Jumper. After all, think of all the adventure (and gold) they could find by tagging along with you! These two share a companion slot as well as any perks and items they pick up while traveling with you.

"Fifteen mere mortals..." – 100 cp: Specifically, fifteen healthy and incredibly loyal followers who will be very happy to accompany you. The specifics of who they are is up to you. They could be sailors, conquistadors, native warriors, or even just handmaidens. Should they die (or be sacrificed) they will be revived a month after their death.

Drawbacks

Pest Magnet +100 cp: Animals really seem to love you Jumper, though you probably wish they didn't. You just seem to attract annoying pests like a magnet. Decide to wade through a river instead of hop across? Hope you like leeches. Decide to take a bath in a natural hot spring? Monkeys will steal your clothes, and they'll generally have fleas too. Don't think staying out of jungles will help you though, cities have plenty of pests of their own after all.

"On the one hand, gold!" +100 cp: Well Jumper, it looks like you've caught a bad case of gold fever. Maybe it's how it shines in the light, or just how valuable it is, you *love* gold. Though fortunately, this newfound love of all that is shiny, yellow, and metallic won't stop you from doing the right thing... it will still leave you distraught should you have to sacrifice any of your gold to do said right thing.

Gullible +100 cp: You are a... very trusting individual, Jumper. A random person says they need the money to help their sick sister? You'd gladly give it to him no matter how many times he asks. Fortunately, this gullibility only seems to apply when it comes to your money. As the saying goes: "a fool and his money are soon parted".

Wanted +200 cp: Congratulations, Jumper, people want you! Granted, this is mainly because they think you've committed a crime of some sort, but still! For Spaniards, you have a bounty of 100 doubloons on your head and wanted posters in every major Spanish city.

For Natives, Tzekel-Kan thinks you've stolen a relic from the temple and has his minions looking for you. Either way, I'd advise keeping your head down if you want to keep it attached.

"Jumper, you know that little voice that people have?" +200 cp: The one that tells them to quit when they're ahead? You don't have one. Put simply: you're very impulsive and keep pushing or bluffing when you *really* should have just cut and run.

Zealot +200 cp: Hoo boy, you've *really* found religion, haven't you Jumper? For Spaniards this manifests as a drive to not only spread the word of Christ to the "uncultured savages" of the New World, but to also enslave the ones who comply and exterminate those who don't... you know, like Jesus would want.

For Natives, you match Tzekel-Kan in your fervor to please the Gods... as well as his desire to purge the unclean filth of society. The history of the Age of the Jaguar is to be written in *blood* after all.

Free Trip to Cuba +300 cp: Courtesy of Cortés, with complementary flogging. You'll be starting your time here in chains on one of Cuba's sugar plantations, Jumper. Until you find a way out of those chains all you'll have is what you bought here and your body mod, best of luck to you.

"On the other hand, painful, agonizing failure!" +300 cp: You just really like to tempt fate, don't you Jumper? For the next ten years you will be plagued by almost comically bad luck. Specifically, the kind that gets you into very dangerous situations. Play with loaded dice? You get caught and are not only chased by the guards, but a bull too. Manage to escape them by stowing aboard a ship? You're quickly found, flogged, and thrown into the brig. Manage to escape *that*? The rowboat you're on not only loses most of your supplies, but is also now heading towards a storm... with sharks swimming behind you.

All of the situations your luck will get you into will at least be *theoretically* survivable... though I would highly suggest working on your improvisational skills.

Target of Sacrifice +300 cp: Run. No, seriously, **run**. Instead of a map to El Dorado being brought back to Spain, somehow Tzekel-Kan wound up there instead. You see, Tzekel-Kan has found out he needs one very specific sacrifice to start off the Age of the Jaguar: you. To that end he has allied with Cortés and told him of El Dorado, and that he needs *you* dead in order for the way to open. And for the final cherry on top, no matter which origin you chose, you now start in Madrid.

Ending

Go Home

Stay

Continue

Notes

-Okay, I *may* have gone a bit heavy on the quotes for some of the names on here, but can you really blame me?

-To clarify: '**Arquebuses and Armor**' on its own is enough weapons and armor to outfit the crew of a single galleon. So, buying a galleon with the '**Boat**' item; as well as '**Arquebuses and Armor**' and '**Fleet of Conquest**' will mean you have enough weapons and armor to outfit all six galleons.

-"Ollamalitzli" roughly translates to 'rubber ball', according to the cursory research I've done and is one of several names for the sport. The modern name, as far as I know, is Ulama