Je4sse



Welcome to Brazil, Jumper! It's a beautiful place, but also filled with danger for an animal like you. Oh? Didn't I mention you're not going in as a human? Well… Surprise! You're going in as one of the many animals that call this place home. Whether you're here to help repopulate a dying species, help catch exotic animals for the pet trade, survive out in the wilds of the Amazon, or just partying with all those enjoying Carnival, I hope you'll enjoy your stay here in Rio.

+1000 CP

Origins

All origins may be taken as a Drop-In, with your age being an adult of your species.

Avian: You are an Aves class animal, a bird of some sort. You may freely choose what species of bird you are, but it can't be anything extinct.

Mammal: You are some sort of mammal, maybe a monkey, tapir, or a sloth. Maybe even a *shudders* Human. So long as it's not extinct, you can be any species you like.

Amphibian: Smaller than the other two origins normally, these fill a unique niche. You may become any species of amphibian so long as it hasn't gone extinct.

Perks

General Perks:

Party Animal (Free): You are a masterful dancer and singer, easily capable of stealing the show at any party. You are especially talented at dancing and singing in rhythm with Samba music, seemingly defying physics while you do.

Wing Hands (Free/100): Animals don't have the hands necessary to interact with the world in the same way that humans do, at least not usually. The animals here are a little more cartoony in nature and are capable of using their various extremities as though they were hands. You can do the same, this is free for this jump and 100cp to keep in the future.

Party Organizer (200): You are great at organizing parties of all kinds! They always give off the vibes you intend and will never leave people feeling disappointed in their night out. You're even able to reserve famous landmarks last-minute for your parties without any issues. If you decided to tailor your party to a single individual, it would no doubt become the most unforgettable night of their life.

Rhythm of Your Heart (400): Flying is not done by what you think in your head, but by what you feel in your heart, and when you feel the rhythm of your heart, it's like Samba. You fly! Being in deeper contact with yourself has allowed you to soar to greater heights than ever before, and as such, this will act as a capstone booster.

Avian Perks:

Former Actor (100): Striking, suave, a superb actor capable of filling any role. That's what describes you now. You're quite the looker, too, taller than average and possessing an iconic look perfect for movie posters. Just try not to become too vain.

Freed Tongue (200): Some birds are capable of learning human speech. From now on, you will be capable of human speech no matter what form you take, whether chosen or forced. You also know how to imitate a variety of noises using your voice, even those seemingly impossible to make with your biology.

Bird Brain (300): Normally an insult, but frankly, the birds here are just as smart as humans. Whether it's reading, constructing simple machines, or operating power tools, you'll find that you're smart enough to figure out how to build or use anything you could as a human, no matter your body plan. Moreover, your genius will be recognized regardless of form, so that you can be recognized for a job well done, no matter your species.

True Flight (400): You're a bird, you're meant to fly. It's in your DNA! Just ignore the many species of flightless birds; we aren't talking about them. You are capable of flying, no matter your form, manifesting spectral wings in your avian color scheme in forms that lack such things.

> **Rhythm of the Heart Boost:** You've gained a deep appreciation for the sky and the freedom it holds for you. Air resistance is no longer an obstacle for you, and you can carry great weights with you in the sky, no matter your size. You are also capable of flying so high and far that you're more likely to need to come down for oxygen before wing strain or stamina issues.

Mammal Perks:

Announcer's Lungs (100): From the roar of a Jaguar to the howling of monkeys, Mammals have all sorts of ways to communicate over long distances. You are no different and have learnt to put that skill to great use; you are capable of projecting your voice over vast cheering crowds without issue and speaking fast enough to rival any auctioneer while still communicating clearly.

Arboreal (200): There are many dangers in the jungle, dangers that are much easier to escape should you be able to climb. You are perfectly adapted for rapidly ascending to the uppermost branches in the canopy of the Amazon. Whether this takes the form of sharp claws, a prehensile tail, grasping hands, or something else entirely is up to you; but regardless of the how, you will be stronger than average, capable of lifting yourself and others up into the trees alongside you.

Undiscovered Species (300): While you may have chosen your species, you are now capable of altering yourself just enough to be considered a separate species from your previous decision. What this means for you is that those who think they know your capabilities will be ever so slightly wrong, allowing you to pull off feats they would never expect of you. Your DNA also won't match any known records, though it will match against obtained samples.

Thieving (400): Stealing is an artform. From pickpocketing to sleight of hand to conning tourists, it doesn't matter what it is; you've made a living from stealing from others. You're no master criminal, and you're very capable of being caught, but you can make a decent living off of just walking through busy streets a few times a week if you find the right marks.

> **Rhythm of the Heart Boost:** Forget just making a living, you've gone beyond that. You are a master of fencing stolen goods, allowing you to sell them for frankly ludicrous prices. I do hope you don't care what happens to your ill gotten gains though, as those willing to pay such high prices aren't the most moral. If you sold some one of a kind birds they could end up plucked, eaten, or stuffed for all you know.

Amphibian Perks:

Cross-Species Romance (100): Sometimes you fall for someone who doesn't love you, or can't love you. This can be for all sorts of reasons, but isn't it sad when your loved ones can't accept who you are? From now on, your form will not interfere with any attraction someone may feel for you, and vice versa. You could be completely incompatible biologically and still find each other attractive, even when you'd normally be creeped out.

Ssssalbatore (200): The guardian of the Pedra da Gavea Elixir was no normal serpent. Similar to him, or the woodland frog from up north, you are capable of hibernating with no impact on your physical capabilities or mental faculties.

Teenage Mutant Capoeira Turtles! (300): Okay, so they're just normal turtles, but they have taught you their Capoeira techniques. Not only have you mastered this dance-derived martial art, you'll also find that it's incredibly easy to use in amphibious and reptilian forms, being specially adapted for such physiology.

Poisonous (400): Your amphibian body is capable of secreting toxins, even if you normally wouldn't be able to. These toxins will paralyze others for ten minutes with naught but a touch. Should you inject it into your target, or have them ingest it, it will last longer.

> **Rhythm of the Heart Boost:** Gabi was not actually a poison dart frog, much to her relief. Now, you too, never need to worry about accidentally killing your loved ones as you can adjust the toxicity of the poison you secrete. Capable of changing its composition entirely; from being completely harmless, if sticky, to killing a man in minutes.

Items

General Items:

Soundtrack (Free): A dual set of the soundtrack of both movies in any format you could possibly want. Since that's something you could probably find on a modern earth jump, this comes with something else. Any soundtrack or music perks or items will now have additional Samba remix versions added to them.

Accessories (100): You have a set of accessories appropriate to your animal form; these are the equivalent of clothes on a human but much less necessary. Also comes with an outfit appropriate for Carnival.

Gymnasium (100): This isn't actually a gym; instead, this is an upgrade to your warehouse and any property you own. Your properties are now filled with appropriately sized rings, hoops, ribbons, and all sorts of other doodads that will allow a relatively small animal to navigate the area with ease.

Pedra da Gavea Elixir (200): This strange potion was created by an unknown civilization that was said to have prized luscious hair over all else. When poured onto someone it will cause a full head of hair, feathers, or fur to grow on them; whichever they were already capable of growing beforehand.

Parade Float (200): Your own parade float, covered in lights, sequins, and plenty of shining bits. It even has a large animatronic animal of your choice on top and NPC dancers that activate whenever you drive the float.

Sambadrome (300): A parade area constructed for the massive celebration that is Carnival. This arena can seat 90,000 people at a time, and as Carnival only comes around once a year, you can convert this area to suit other notable events; from sports tournaments, to concerts, to parades. You can even convert it to a copy of the Pit of Doom if you'd like.

Favela (400): You have your very own favela, one of the impoverished slums on the outskirts of the city proper. These buildings are placed haphazardly, leading to streets that twist and turn in odd directions. Your favela is the size of Rocina in Rio and capable of housing thousands upon thousands of people. The conditions aren't great, but you'll be able to fix that in time as the favela retains improvements.

Avian Items:

Infinite Birdseed (100): This large bag of birdseed could easily feed a whole flock. It comes full of whatever seed or nut you desire at the moment; but defaults to Brazil Nuts. Should you empty this bag, it will refill itself in an hour's time.

Featherwork Clothing (200): You have a lot of molted feathers lying around. How about we put those to some use? You now have a set of expertly handcrafted featherwork clothing. While the best examples of this are normally in cloaks, you may have any type of clothing you desire in this style.

Market Club (300): You have a bird-sized club. This venue is constructed from odds and ends from various market stalls. It's a really cool place, despite all the obvious health code violations. You can expect to find all kinds of different birds coming and going here, all enjoying themselves by singing and dancing.

Nest Penthouse (400): Is the real estate just cheap around here? You now have your very own nest, built with your strength… and brawn… It's perfect for raising a family. Comes with enough room for eight bedrooms and its very own bird bath. Should you desire, this nest will change its size to suit your form.

Mammal Items:

Burgled Bobbles (100): You just found… this stuff. This is a fanny pack's worth of assorted human doo dads. These will be minorly useful items; things like a watch, rings, a toothbrush, sunscreen, pack of gum, maybe a GPS if you're incredibly lucky.

Thieves' Guild (200): This pack of 12 monkeys are expert thieves, capable of clearing out an entire store in broad daylight while making a clean getaway. What's that? You're missing your watch? No, no, the one around the leader's waist is just something these guys… found…

I have no idea how I got up here (300): But it doesn't look like you're coming down any time soon. This here is a tool to help you fly, whether that's a hang glider, wingsuit, or a paraglider is up to you. But with this item, flying has become so easy that even featherless beings like yourself can do it.

Blu Bird Sanctuary (400): The Blu Bird Sanctuary prides itself on rescuing and rehabilitating exotic birds that are regularly targeted by those wanting to sell them. This veterinary hospital is a legitimate business and will take care of any distressed animals that you find, it also has extensive breeding and rewilding programs, allowing you to contribute firsthand to getting species off the endangered list.

Amphibian Items:

Dart Gun (100): This hollow reed is perfectly suited for use as a blow gun, with anything loaded into it becoming capable of piercing a tortoise shell when fired out the end. You get a replenishing supply of poisoned porcupine quills to use as ammo for it.

Jars of Containment (200): These glass jars are exactly what every poisoner needs! Any creature placed inside a jar will be put into suspended animation, incapable of so much as twitching a finger, perfectly preserved for as long as they're contained. You don't even need to be careful about knocking them off the top shelf as they're unbreakable!

Riverbank (300): A somewhat shallow river that flows through your warehouse. Its waters are slow enough to allow for safe swimming no matter your size or strength, while also providing a shoreline habitat suited for amphibian life. The river is home to docile piranhas that will eat and dispose of whatever you throw into it while still being safe to swim around.

Honeymoon in Rio (400): You might not be love birds, but you doubtlessly want to show your loved ones a good time. This here is a voucher for you and your significant other(s). A voucher for what? An all expenses paid trip to Rio de Janeiro, with the finest foods and locales that can be offered. When used this voucher will pause your time in the jump for a month, nothing significant will occur. May only be used once per decade.

Companions

Hot Wings (Free/50): Are you a furry, Jumper? This option allows you to take the following companions as anthropomorphic versions of themselves. They will be completely fine with this change and perfectly adjusted to their new bodies. Should you take the human characters they will gain animalistic alt-forms. For 50cp, in future jumps you may grant animal Companions anthropomorphic alt-forms right out the gate when purchasing them.

Beautiful Creatures (Free/50): Maybe you like the characters here but don't want them to become Companions with a capital C, maybe you just want the kind of companionship that a pet can bring. So long as you're careful about your use of the P word, the non-human companions will be perfectly content to come along as your pets. This will also allow you to discount them. For 50cp, in future jumps you may take along animal Companions under the same circumstances.

Import: You may import as many companions as you want, they will receive a free Origin and 600cp to spend on perks. If you have any pets that are already a species listed in the Origins; you may give them one free perk from their Origin provided that they are not Companions.

Birds of a Feather (50): This troupe of avian dancers put on displays of fantastical aerobatic dancing and can take on human form. When in human form their feathers turn into elaborate Carnival costumes and their Samba routines bring joy to all who see them.

Nigel (100): Oh I know he's not a pretty bird, but he used to be quite the looker. He was a South American idol, a star on the silver screen before he got dumped for a younger model. He's not a nice person, known to poop on people and blame it on seagulls. That said, he's quite competent and thinks you might be the ticket to his next breakout role.

Luiz (100): A loveable bulldog who can't fully escape his instincts. Luiz is a good friend of Rafael and is capable of working in a machine shop, to a certain degree. He has an unfortunate medical condition that causes him to excessively slobber everywhere and will occasionally make comments that he'd be better off keeping in his head.

Gabi and Charlie (200): This duo were stuck in a market performing for tourists. Now that they're free, they've decided to join you on your travels. Gabi is a tree frog and could be called a yandere under the right, or wrong, circumstances. Charlie on the other hand is an anteater and something of a pushover, he's incredibly food motivated, to the point of distraction. But he's an excellent performer and very creative when it comes to ways of using his prehensile tongue.

The roughest, meanest birds in all of Rio (200): Oh, uh, actually it's just Pedro, Nico, and Rafael. Look, while they might not actually be the toughest birds in Rio, they make up for it in other ways. Pedro and Nico are professional artists and excellent singers, while Rafael knows everyone and is very down to earth despite being more suited to the sky.

Blue Bird Family (300): Blu and his mate Jewel, along with their three chicks; Carla, Bia, and Tiago. This dysfunctional family has agreed to come along with you on your chain. Blu is a somewhat anxious and awkward macaw balanced out by Jewel who is more feisty and independent. The chicks are a mix of their parents' personalities, inheriting their brains, adventurous spirit, and overall attitudes to different degrees.

Montiero Family (300): The bird nerds. This family set up and currently runs the Blu Bird Sanctuary, they can be a little quirky, but they know what they're talking about when it comes to birds. Tulio is world renowned for his ornithology studies, while Linda is incredibly competent in the more physical aspects of the job. Fernando is still learning, but he's a brave and crafty boy, capable of handling himself when needed.

Drawbacks

Pet (100): Looks like you were captured to be sold to some kid as their pet. I'm sure that the process was quite traumatic. You can escape to freedom, but would you really crush the heart of a little kid for something like that?

Samba Hater (100): Hey! That's a little too far, Jumper. I know that to you every song sounds exactly the same, but it's something you'll be hearing a lot of as I'm going to make every piece of music you hear samba for the rest of the jump. So you'll have to bear it; maybe you'll appreciate it after this.

Acrophobia (100/200): You have a severe fear of heights, so don't expect to get on a plane without some severe anxiety. If you're an Avian, you get +100cp more.

Bird Brain (100/200): Not the sharpest crayon in the box, are you? Expect others to trick you with little effort on their part. If you're a mammal, this gives +100cp more, as intelligence is their main method of defense.

Sweet Nightmares (200): Nigel is hunting you; and nothing will make him stop. Nigel is a charismatic and competent Cockatoo who's a known bird murderer. While he is just a bird, you would be right to fear him as he's taken on human security guards in the past and come out on top. He has an immense power of will and will hunt you down even if you should pluck him like a chicken and leave him for dead in the jungle.

Form Lock (200): You are locked out of Alt-Forms and shapeshifting powers that would let you change species. This will not affect the Undiscovered Species perk, but it will stop you from changing beyond the effects of that perk.

Chained-Together (300): You are chained together with one of your companions. I don't judge. Keep it spicy, Jumper. This doesn't have to be an actual chain, but you won't be able to get further than 10 feet away from them for the entirety of the jump. If one of you moves further than that, the other will be dragged along by the one moving.

Stay

You want to live your life in Rio? very well, take 500cp and live your life.

Go Home

As fun as it was, it's time to go back where you truly belong.

Next Jump

The party isn't ending, the venue's just going to change!

Notes:

- I know turtles are reptiles, but they just fit the Amphibian origin best. You may choose a reptile heavily associated with water using the origin if you really want.
- Massive thank you to Blackscorp98 for the grammar checks; I have apparently been using semicolons wrong my whole life.