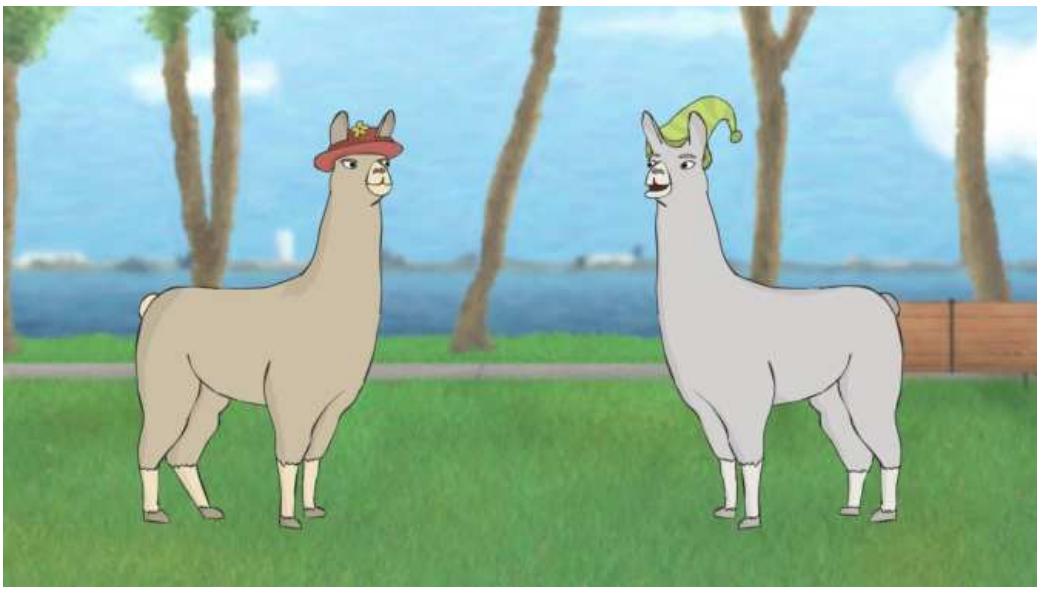
# Llamas with Hats Jump

**By FancyFireDrake**



Welcome to another World! It is time for you to embark on yet another decade of adventure, fun and thrilling sights and challenges. Though Jumper you may be disappointed by whatever this world has to offer. Really it is quite average. A normal Planet Earth with humanity, cruise ships, South American governments and orphan meat. Nothing exceptional to be found here.

Well… save for perhaps a pair of Llamas. They can speak and wear hats. One is named Paul and the other Carl but what is the chance you are going to get involved with them? I mean what is there interesting about Llamas besides peculiar headwear?

And just how much damage could they possibly do.

You will stay here for 10 years and start the Jump shortly before Paul finds a hand that mysteriously landed in his and Carl's home. Right when a plumber was meant to visit them too. Take **1000 CP** to make your purchases.

## Origins

Now just what kind of person… or animal, are you? Pick any of the below to determine such. Each Origin has a Perk tree associated with it. Perks associated with an Origin are discounted by half for said Origin with 100 CP Perks becoming Free instead. You can freely pick you Age, Gender and whether or not you have a history in this world.

**Paul (Free):** You're a normal person. Or Llama. Filled with empathy and perhaps not too big a fan of violence. That does not mean you may not have to deal with violence however. Especially depending on what kind of company you keep.

**Carl (Free):** Oh, hey! You're a… not normal person. Or Llama. In fact something may be seriously wrong with you. But surely you wouldn't kill… right? Any dead bodies in your vicinity are just circumstances or self-defense. Right?

**Meat (Free):** Whoever you are, you are one of billions. Maybe a repairman or a member of the homeowner association or really any one of the countless humans in this fine planet we call earth. A number that may change drastically…

## Perks

### Generic Perks

**Llama Body (Free but Optional):** You are a Llama. An animal of the camel family valued for its soft wooly fleece. Usually you are found in the mountains of South America but that is besides the point. You just have the body of a Llama, though you can opt to speak like a human or make Llama noises whenever you want. After this Jump the Llama Body becomes an Alt-Form.

**I never understood how you can hold a pen (50/Free with Llama Body):** Llama's don't have hands. So how do they hold pens or knives or make holes in lifeboats? Well this is not a question to be raised when you are concerned as even if your body doesn't allow it you will never fall behind the average human when it regards to what you can do with your body. Maybe your hooves are just that good.

**Hand Powers (200):** You are able to summon a pair of spectral hands. They are no stronger than you yourself are but still quite useful to have. How you have this power? Don't think about it too much.

**You are what you Eat (300):** This might explain the previous perk though. When you eat something you can eventually gain powers based on said thing. Eat enough hands and you can summon hands yourself for example. That being said for this Perk to work you must eat a truly IMMENSE amount. Think billions of human hands for the Hand Powers Perk. And anything truly special will require even more feasting. You have time right?

**You could be an Acorn (600):** Are there people beyond redemption? Yes. Unambiguously so. There are things that cannot be undone. But maybe you can still try and be something else than a killing machine? Upon your death you can choose to reincarnate. However your reincarnation will not be as a person or animal but as a thing. The size and durability of your reincarnation is dependent on how good you were as a person. Being evil might only get you to be a tiny acorn at first, though you could eventually grow into a tree that gives life. Being good and giving even people who do not deserve it chances could leave with you becoming a moon. You cannot move but will be sentient in this state. If you are not destroyed by the time your Jump Timer is over you can still pass the Jump and make your choice even after you died.

## Paul

**I know you've done something (100):** You are very hard to fool. You have a gut feeling for when something is being hidden from you, someone is lying or something is generally strange. This wont tell you by itself what has happened or is going on but at least you can be safe in knowing your gut feeling is onto something. If the answer is something particularly brutal, you will also get more accustomed to seeing brutality and gore the more you see of it, gaining a resistance to shocks like these.

**There are threads that hold us together (200):** No one is truly alone in the world. People are connected to each other like knitting. That is a truth you are privy too. You have great empathy for those around you and know what would benefit the most people the most. Even if that is for your former best friend to live forever in isolation. This also makes it easy for you to befriend most people.

**I'm not coming back (400):** Occasionally there are times where you need to put your foot down and just… go. No looking back. Just cut the toxicity and horror out of your life. You now always have a way out of any relationship. It doesn't matter if it is a year long friendship, a working contract or a partnership. You can always decide to simply cut ties and leave. This will not bring about any kind of retribution for leaving either, besides perhaps hurt emotions from those you left.

**Made of Moonlight (600):** There is something truly special about you. A kind of spark or light that seems to draw the vile and psychotic to it like moths to a flame. Don't worry you are never at risk from those you attract. In fact you can quickly become the sole person even the most evil care about or want around them. Furthermore anyone who cares about you, no matter how destructive they are, will not hurt you on accident unless you allow it to for whatever reason.

## Carl

**It's horrifying Carl (100):** If there is one thing you are good at, it is being very disturbing without seeming to be. On the outside you can make yourself look like a harmless animal. This may fool the naked eye but you can also awaken an instinct for danger in others. They will look at you and know there is SOMETHING off about you. This Perk can be toggled in case you don't want to scare your prey-I mean just be normal.

**I appear to have swallowed an entire person (200):** Are you that hungry? It's like there is no living being you can't eat. Your body can digest even the rawest and most disgusting of meat monsters. In addition your mouth can unhinge like a snake, swallowing entire people whole.

**Henry Ford of Human Meat (400):** How do you even MAKE a dragon of pure meat? Your ingenuity, creativity and skill at working with raw meat is the likes to make even the best of engineers and scientists confused. Making living beings, monsters and blood vortexes is all within your range of capabilities. Who knows what kind of nightmarish creations you can come up with.

**All you do is kill people (600):** It is like you were handcrafted to be the most nightmarish and evil individual possible. Or at least having the potential to be. You are good at killing, causing suffering and general chaos. Extremely good. You always can find ways to up what you previously did. In fact the more you kill the better and more creative you become till you create orbs that shock people and eat their skin or blood vortexes over Paris. The sky is the limit… and however long the world can endure your carnage,

## Meat

**FilmCow Choreography (100):** It is quite a sight to see when Artists realize they can make whatever they want. You have a well of inspiration and artistic skills that allow you to make comics, images and even small animated videos. What story would you like to make? Maybe Camels with Pullis?

**Final Moments (200):** People die. That is a normal fact but how do they die? Accidents? Murder? Eaten alive? This Perk allows you to have an understanding of what has killed someone. This is more of a rough gut feeling but once per Month you can receive complete proof of what really happened in one death of your choice.

**There is something wrong with this Llama (400):** Sometimes it is for the best to just run. But how will you know when it is time to scatter? Trust in this Perk. It will tell you when you are in danger and where that danger is coming from. The Perk knows better than you so when it tells you to stay away from a Llama… believe it.

**There is nothing left (600):** How will the world end? It is a question that left people guessing for as long as humanity existed. None of them would probably have guessed a psychotic Llama. But if anyone could survive on a dead world it would be you. You have the kind of luck that makes you endure even the greatest of widespread calamities and apocalypses, avoiding the gaze of Meat Creatures and other consequences. If someone wants to kill you it will not be by accident or as a consequence of other actions but because they will have paid attention to you and actively went after you.

## Items

You can Discount 2 50 CP Items, 2 100 CP Items, 1 400 CP Item and 1 600 CP Item. 50 CP and 100 CP Items become Free when discounted.

**Hat (50):** It is a hat! A lovely hat that is sure to become iconic to your appearance if you allow it too. It has a design of your choice and can fit your head no matter what species you happen to be right now.

**MSNTV (50):** It's the internet. On your TV. Maybe the last MSNTV period. In any case you have everything you need to install it on any TV device there is. Just be careful about who may be living in the house your installing this into.

**A Job (50):** You have a job of some kind. Maybe you install software or hardware into peoples devices, work on a cruise or even are part of a resistance. In any case this Job gives you a steady paycheck with which you can comfortably live from. This also gives you the skills to actually do your job at a passable level.

**Meat Art (50):** There is a very distinct look to things made from skin, meat and bones. The human body is such a versatile source of art materials. You can keep these designs as decoration for your belongings, furniture and properties if you like. Why bother picking up carpentry to make your own hand chair?

**Hand Chair (100):** Than again why not supporting local aspiring artists. This chair covered with human faces and shaped like a hand would look lovely in your Warehouse! It may look grotesque but it is shockingly comfortable to sit in.

**A House 219 Maple (100):** A lovely furnished house where two Llamas can live in perfect comfort. It is surprisingly spacious, comes with internet and plumbing. Does not include a meat river.

**Bottled Water (100):** The perhaps most bland thing possible and PERFECT for branding. You can at will summon a bottle of water into your hand. That's it really but there is no limit to how many bottles you can summon.

**Creepy Mask (100):** A mask in the shape of a friend. It is capable of floating and speaking to you by itself and great at motivating you. Don't worry about it being more motivated than you are and pushing you over the edge. It does care about you and only the goals you genuinely want to achieve.

**Pen Cap (200):** Something very tiny and very easy too lose. At the same time it is perhaps worth searching for considering what a hassle it would be to have an open pen at all times. There is some benefit to this however as when you lose it someone of local importance will approach you. It is a good an ice breaker as any to meet new people. Just keep in mind you will meet someone important within the current Jump but there is no telling who that will be.

**Gorepit (200):** A deep pit filled with tons of raw meat. From the finest of Orphan Stomper stomped orphan meat to fresh uncooked faces and hands of MSNTV installers. I am sure you can find some use for this.

**10 Million Dollars Cash (200):** Exactly what it says on the tin. You have 10 Million Dollars just lying around. The amount will be replenished in the next Jump so don't worry about spending.

**Cruise Ship (200):** A lovely way to spend a vacation. Comes with experienced staff, harpoons, lifeboats, ice sculptures, crescent rolls and everything you could want to have on a cruise ship.

**Viva La Resistance (400):** Now you too can topple a government! This fine troop of man and woman is your very own resistance group. None of them will be traitors or scoundrels and will follow your every command. With some creativity you could even take on South America.

**Meat Dragon (400):** What a majestic and horrifying creature. You're the proud owner of a sentient Meat Dragon that sees you as its master. Should you not wish to have a dragon it can be a different beast of your preferences like a Basilisk… that only eats Chipotle.

**Nuclear Warhead (400):** It is best not to question how you got your hands on this. You have a single high-yield nuclear warhead at your disposal. You can aim it and fire it at whatever you want and will impact at a time of your choosing if not intercepted. Might make for a good surprise.

**Crack in Space-Time (600):** How did you even do this? You are now the proud owner of your own crack in Space-Time. You can calibrate it to do one thing perfectly. Anything from opening a gate to a bottled water dimension to cutting of white baby hands all across space-time.

**Restraining Order (600):** Is there someone you really don't want in your life anymore? This Restraining Order will see to it that you will NEVER see them again. They are literally left unable to see or even interact with you no matter their powers and abilities. This does go both ways, someone you applied this Order too is someone you can never see or interact with again unless you take it back. Only your death will get rid of this Order without you actively choosing to end it. You get a new one for every Jump. Alternatively this can be applied for someone other than you to be kept away from someone else.

## Companions

**Import (Free/50):** Oh, hey! Someone else to tag along with you. For Free you can Import one companion into this Jump. They receive 600 CP to spend as they like and an Origin of their choice. Any companion after that can be imported for 50 CP per companion.

**Export (Free/50):** Want someone from this world to come with you? As long as they want to they can follow you as a companion. Alternatively pay 50 CP to guarantee the other party will want to come with you.

## Drawbacks

**Time Extender (+100):** If you want to you can extend your time here by one year every time you pick this option. Doing so gives you +100 CP per year up to a maximum of +500 additional CP. Just be warned that this does put you into the time frame in which Carl eliminates all life on earth.

**Blowing up the earth (+100):** People seem to easily be able to guess whatever it is you intend or plan to do. Hopefully that won't frustrate you too much. With enough years of preparation you may still come up with something that genuinely catches people off guard.

**Big Ouchies (+100/+200):** Really? Okay so for some reason, probably YouTube, your reality seems to have become censored. You can't say anything more severe than Big Ouchies. For +200 CP this also forbids you from doing any violence. This only concerns you however no one else.

**Brutal Leader of the Russian Opium Cartel (+200):** Some crazy guy with a mask hat looks like you has done some very bad stuff. As a result you have become a wanted criminal by the government. Best to stay inside and avoid showing your face.

**I got nowhere to go (+200):** Did you also blow your savings on swans, put them in your house and then burned it down with the swans? You are both homeless and poor, with any changes to that fact quickly being undone.

**You must finish your work (+400):** You have a deep desire for violence, bloodshed and horror within you. A genuine psychopathy that will make you want to commit the worst of crimes and show your closest friends the results. If you think that isn't enough, especially if you already are of the more villainous variety, think again. The more you kill, the more you will alienate those you care about, till all threads are cut and there is nothing left. This will only lead to your own psychopathy going more and more out of control till even killing the entire World won't bring you any peace. At that point… there is one more person you will want to kill. Yourself.

**Epilogue (+400):** After your time in this Jump is over you will find yourself in a truly… weird place. It is probably best described as purgatory but everything about it is bizarre. From the locations, to those you meet. Not only that but you will be confronted with all the worst things you have done and met with those you miss and/or wronged. The only way to move on from this place is to have some sort of personal revelation about yourself. If not… well best get comfortable because you won't be moving on anytime soon.

**Carl's Attention (+600):** Carl has figured out you are something special and not from this world. Because of that he thinks it would be perfect to subject you to an utter nightmarish fate to finally impress Paul again. He will intend to harm you in ways a sane Llama couldn't even think of before killing you. Keep in mind this is the same Llama that can wipe out all life on Earth and broke the laws of space-time just for a

random shock. His sheer creativity will allow you to compete with your various Jumper tricks and he will have a few plans already prepared.

## Scenario

**Sound of Forgiveness (+600):**

Screaming and then silence. Carl did say SOME truth with that. People either make up… or there is no one left to hold grudges. Speaking of said Llama, this Scenario is all about the future harbinger of the apocalypse. Naturally that is something to be avoided if somehow possible. Something you are now responsible for.

By taking this Scenario you must stop Carl's path down to Omnicide. How you go about that is up to you. Killing him would be an option, but one that may prove far trickier than expected. His peculiar set of skills will allow him to shock and hurt even you and if you also took **Carl's Attention** he will remain a full-on Scaling Enemy. Still he CAN die. The world would be better off without him, something even Paul would agree to after some time.

On the other hand… maybe there is a way to resolve this without violence? It is up in the air if Carl actually enjoys the violence he commits or just does it to shock Paul and get his attention. If you want to try you can attempt to reform Carl. Make him see value in human life and not see everyone but Paul as… for lack of better terms, Meat in a Tube. Any Perks that would instantly allow you to manage that wont work for this but just maybe Carl can be made to see the error of his ways.

If you succeed you can take **The World** with you. You saved it after all it is only fair you get to enjoy its beauty. Depending on if you killed or redeemed Carl you can also get additional rewards.

For killing Carl you can take Paul as a companion, perhaps in need of a less extreme friend after all that time. You also receive the Perk **Screaming** making you more effective when battling any mass murderer or person likewise with the intention and capabilities of causing widespread destruction.

For redeemed Carl you can take both **Carl and Paul** as companions, Paul in particular likely to be relieved to no longer need to handle all the violence. You also receive the Perk **Silence** making it so you can instill empathy and compassion in even the most far gone psychopaths.

# Final Choice



Oh good you survived. Now what will you do?

**Go Home:** Perhaps you yearned for a world where Llamas are simply Llamas without hats. You will go home with all you gained.

**Stay:** There is potentially not much to stay for but maybe there can be some life eventually returned to the world. You will stay here with all you gained and your affairs be put in order.

**Move On:** Many worlds ought to be safer than this one. You will continue to the next Jump.

**Notes**

-I thought I was finished with my series of Evil Character Jumps after Blood Meridian and was willing to call it a day for now… but then have been reminded of a different Titan of Evil I had completely forgotten about. I actually like this small series. It is absurd, grotesque, over the top violent and the epilogue especially is really out there but there is some pretty interesting Meta Narrative and the eventual swing into full on deconstruction is fun to see.

-I always wanted to try a Jumpmaking Speedrun and see what I could get done in less than a day. The full series is less than an hour so it was easy to refresh and line everything up. I believe the Jump itself took me around 2-3 hours all in all. If you want to watch it yourself here are all the parts + the Epilogue.

https://www.youtube.com/watch?v=XPj_1XzPCj4

-Every source I could find online tells me Carls rampage lasted for 15 years. I am choosing to just accept this even if I couldn't find any confirmation of a timeframe within the series itself.

-It is actually ambiguous if Paul and Carl can speak and Carl just made Llama noises when he killed the MSNTV installer or if humanity really can not understand them. Fanwank as you like.