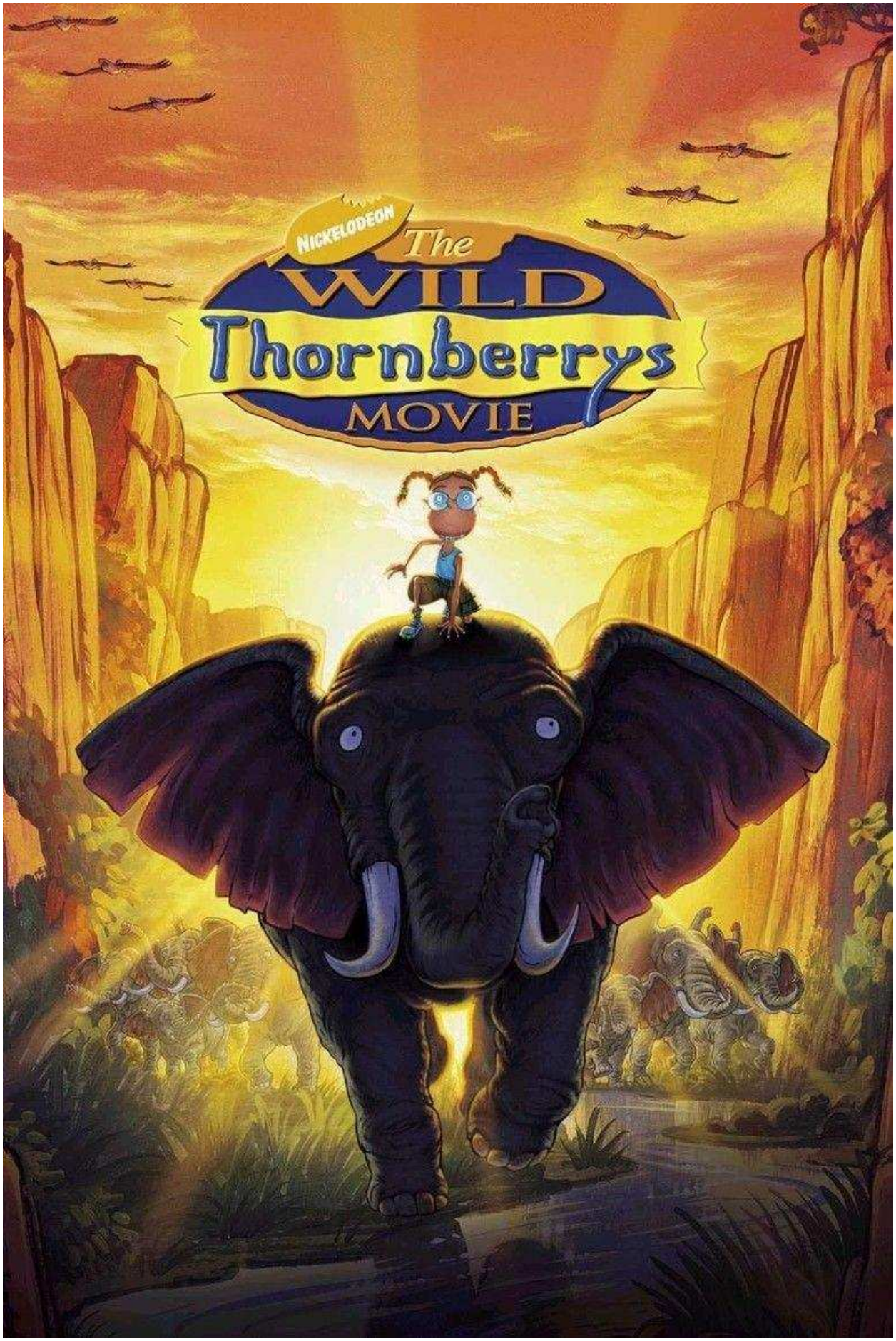
Je4sse



Intelligent life is all around us in the form of the animals that share our world, but only a select few are privileged to know this for certain. Eliza Thornberry is a young girl who can speak with animals. Her family produces a nature show to help educate people about the fascinating world of animals. They are currently in Africa, on their way to locate the elusive forest elephants who are going to be gathering in Tembo Valley for an eclipse. This world is relatively ordinary, but you'll likely be dealing with the darker parts of humanity in the form of poachers and the wild side of earth, so take this and stay safe.

**1000cp**

**Origins:** Any origin may act as a drop-in, if you want to replace a character in the movie then pick the appropriate origin and pay 50cp.

**Native:** You're bound to see quite a lot of the animals here, whether that's because you live with them in the jungle, or work with the local government to protect them. Either way things are about to get busy with the eclipse nearing. You may start at the Rhino Sanctuary or Tembo Valley for free.

**Poacher:** Someone let slip that there's going to be a lot of endangered elephants in one place soon, and that's exactly where you want to be. Not to witness such a majestic sight, no you're going to make loads of cash off of them. You may start at the Train Station or Tembo Valley for free.

**Thornberry:** Whether you're a member of the family, or just another part of the production crew, you help in the production of a very popular wildlife show that's set to witness a once in a lifetime elephant migration. You may start at Boarding School or the Campsite for free.

**Location:** Roll 1d6 or pay 50cp to pick your location.

1. Boarding School
2. Train Station in Nairobi
3. Rhino Sanctuary
4. Tembo Valley
5. Wilderness Campsite
6. Free Choice



## Perks:

### Native:

**Brat Sister? (100):** You have some eagle eyes there, Jumper. You could spot a hair in the brush while zooming by on an ATV or see a camouflaged snake hiding in the tree tops. You are a top tier tracker, able to find a trail long gone cold after only a few hours of searching.

**Animal Care (200):** Poachers are a scourge upon this land, and you have dedicated your life to opposing them. You are an expert in veterinary medicine and a decent shot with a rifle to boot. Animals know that you have their best interest at heart, and are willing to let you approach them in order to work on them or defenses for their territory.

**International Authority (400):** Animals don't really adhere to human borders, as such it's necessary that any organization dealing with them cooperates across national barriers. You have been given authority to enforce certain laws across countries no matter who you work for or where you come from. During this jump it's limited to laws regarding the regulation, care, and poaching of endangered animals. Each jump you may choose a different category of laws for this perk to apply to.

**Shamanism (600cp):** Shamans can be found all around the world, but it was here that a shaman granted Eliza her power to talk with animals. You have received training from a prominent shaman in the area, and are capable of bestowing abilities unto others, including copies of powers you have gained elsewhere.

### Poacher:

**Many Knives, Many Poachers (100):** As a jumper you'll tend to pick up some pretty iconic equipment and features. Somehow this is no obstacle to going around unnoticed by your enemies. Those hunting you down, for whatever reason, will actively dismiss sightings of you based on your most stand out features. Whether that be a massive tattoo, or the legendary excalibur hanging off your back. Your enemies will stick with generalized descriptions to find you.

**Plucked Off The Savannah (200):** You know the most effective and easiest way to capture or kill rare and exotic animals. Using methods that were specifically tailored so that the animal in question is at their most profitable when it comes to sale. Should the animal in question have any supernatural properties, these methods ensure that they are retained after capture or death without diminishing in the slightest.

**Disarming Nature (400):** You are an excellent actor, your whole demeanor can change on a dime. You can put on the most believable performances allowing you to lie about your intentions with such sincerity that no one would notice that you've taken the opportunity to swipe key evidence from a crime scene.

**Carry Out The Ivory (600):** Taking out thousands of elephants is quite the feat. Doing it in seven minutes is downright absurd. Yet that is exactly the kind of thing you're capable of. So long as you're in charge, your plans and operations will be carried out with the utmost precision. No matter how ruthless your orders, they'll be carried out without hesitation. If it all goes fubar despite everything this perk does, your contingencies and backup plans are guaranteed to go off without a hitch. Allowing your escape even when pinned between law enforcement and murderous elephants.

**Thornberry:**

**Video Production (100):** It's one thing to set up a camera and start recording, it's another to coordinate and film an entire television show while in the field. You now have the skills necessary to expertly produce a television series and run the crew in the field, no matter where that may take you.

**Unnatural Wilderness Jumperhood (200):** While others received their zoology education within the confines of school, you learned everything you needed to know in the wild among cheetahs and chimpanzees. Including all the little details and quirks that you'll only learn about an animal after years of experience being around it.

**Connections (400):** Whether it's resources or transportation, you're probably going to be out in the wilderness for most of the jump. Now you know who to talk to in order to get gear and transport to where you need to go. Heck, even the locals will trust you enough to tell you where to find seemingly endangered creatures without asking too many questions.

**Extraordinary Powers (600):** You were never ordinary Jumper, even before your first steps into the multiverse. You changed the lives of those around you for the better, and did it not with extraordinary gifts, but with the love in your heart. As such, I am going to gift you the power to talk to animals, no strings attached! So long as it belongs to the kingdom Animalia, you can speak with it.

## Items:

### General:

**Basically Anything Cool (Free):** Books, Movies, CD's, T-Shirts, any merchandise associated with the Wild Thornberrys is now present behind a door in your warehouse. This includes copies of the television series and movies. I hope you enjoy the merch.

**Thornberry Wildlife Show (100):** Hosted by Nigel Thornberry, this television show educates audiences far and wide about the living beings that share this wonderful world with us. Each season is dedicated to a biome, with episodes including multiple creatures that live in it. In future jumps this box set of videos will update to include animals found in future settings, and previously made episodes will update with a special features section that includes any significant differences in the creatures between settings.

**Aerial Vehicle (200):** This is either a helicopter or a small plane. Due to the much smaller than average size of this vehicle it has been fiat backed to fly steadier and sway less in the wind. The plane comes with an expanded baggage hold, and the helicopter comes with a powerful spotlight and a rope ladder that will regenerate itself if damaged.

**Boarding School (400):** Sometimes you can't teach people on the job, they require a more structured environment. After all, who ever got their degree in the wild among chimpanzees? This school, located in a major city of your choice, is the perfect environment for adding structure and rigor to an education. Every student is given a dorm, food, and a uniform, ensuring there are no distractions from their education. There's even a stable, ostensibly for teaching the equestrian arts, but it can be used to house any pets.

### Native:

**Termite Cereal (100):** This termite mound produces an unlimited amount of termites. Aside from unleashing them upon your local HOA though, these termites come with an interesting, if somewhat gross, ability. When you eat these termites they taste exactly like a dry cereal brand of your choice, so they make a good emergency food source.

**Take The Shot (200):** A semi-automatic rifle, perfect for taking down groups of poachers that just don't know when to back off. Comes with rubber rounds should you want your targets to face the courts justice.

**Acacia Tree (400):** A fully grown Acacia tree planted at the boundary of one of your properties, this tree places a ward around your property that will keep all within its bounds safe from those who would seek to harm the residents. This barrier is completely invisible and intangible, so be sure you don't stray beyond its protections.

**Rhino Sanctuary (600):** Truthfully this nature preserve doesn't only protect rhinos, it is a safe haven for all animals. With a fully staffed veterinary hospital and a contingent of guards to protect the animals, there's nowhere safer for them. This sanctuary is world

renowned and will sometimes be asked to harbor endangered species from around the planet. It will expand to accommodate any new animals brought in.

**Poacher:**

**Falcon Handled Knife (100):** This weapon is iconic and will grant you recognition and respect by the more criminal elements of society. It doesn't have to be a knife, any one-handed weapon will do if you don't want a knife for whatever reason. You may choose a different animal motif if you don't want the falcon.

**Take The Shot (200):** This elephant gun does extra damage against animals, the more animals you kill, the more damage it does. Each endangered animal killed by the gun gets carved into the stock, each kill of the same species increases the detail of the carving.

**Enough Electricity to Kill 1000 Elephants (400):** This electrical fence is one of the most powerful on the planet. You can set it up to cover thousands of kilometers with no loss in power to any point on the fence. Moreover, so long as a creature isn't outright immune to electricity, if they touch this fence, they will suffer the electrical shock from it.

**Tembo Valley (600):** You gain the valley itself as an attachment to your warehouse, you may place it in an appropriate location at the start of each jump. This valley is the gathering place of elephants whenever a solar eclipse occurs, you'll be sure to see herds of elephants marching through from time to time. Should you place some traps here I'm sure you could make quite a lot of money on the black market…

**Thornberry:**

**Medal of Bravery (100):** For saving some students from a burning building, you have been awarded a medal of bravery so that all will know of your courage. This medal has a special effect when worn, it makes you immune to all electrical damage.

**Take The Shot (200):** This handheld video camera is guaranteed to take high definition shots of whatever you aim it at. It's lightweight and unaffected by the environment, allowing you to record creatures in their natural environments. Whether you're recording underwater, or in an active volcano, it'll never affect your production values.

**CongoCom (400):** This ATV is perfect for getting around quickly. It's fast and can seat multiple people thanks to the sidecar. The vehicle is nigh indestructible, capable of being submerged for days and still functioning once recovered. Anything stored on the vehicle will remain in perfect condition as well. The shocks on this vehicle negate any fall damage, allowing you to get some sick air time while on it without any worry of crashing.

**ComVee (600):** Your very own motorhome with infinite fuel, large enough to fit you and all your companions with a minimal amount of stepping on each other's toes. This vehicle comes with inflatable tubing, allowing it to drive through rivers and lakes with ease. Additionally the paint job on the ComVee will adjust itself to always function as

camouflage appropriate to its environment. Though anyone taking a dedicated look won't be fooled, it's great at having local predators pass their senses right over it.

## Companions:

**Import (50):** If you'd like you can bring along up to eight companions on this journey. They'll each receive 600cp to use for the jump, if you'd like them to replace a cannon character you'll have to pay an extra 50cp and they'll have to take the corresponding origin.

**The Thornberrys (300):** You can pay to take along the entire family, chimp included. Each member of the family costs 50cp on their own, so this is a discount if you take them all, if you wanted to split the family for whatever reason you could do that too.

## Drawbacks:

**5 Seasons and a Movie! (0):** If you'd like, this will cause the events of the movie to take place before the show, allowing you to use this jump to experience all the events of the television series in addition to the movie. This will smooth over any continuity errors caused by this drawback.

**Drawback Donnie (100):** Bad news, Jungle Boy here decided to use your rations to store his grub worms, expect to end up accidentally eating insects periodically throughout the jump. If you eat exclusively Termite Cereal, this will ensure they taste like insects every so often instead of delicious breakfast food.

**SMASHING! (100):** Everyone has the face and voice of the one, the only, Nigel Thornberry. Yes, that includes you Jumper. I hope you have some way of telling people apart, or this is going to be a confusing decade.

**Do I Look Civilized? (200):** Frankly no. But I'm afraid it's much too late for you Jumper. You constantly look like you've been roughing it with minimal supplies for the past three months. Your first impressions are guaranteed to be awful, expect others to stay a few feet away from you at all times if they can help it.

**The Rare and Elusive Jumper (200):** The Thornberry's have heard about you and have decided that they just had to shoot an episode about you. They've released the episode to the public, so now everyone knows who you are and what you can do. They were nice enough to give you a copy of the episode though, so there's that.

**One Rule (300):** There is only one rule Jumper, you cannot reveal the existence of the supernatural to anyone. If you do, you lose all your OOC abilities for the rest of the jump. This drawback will not trigger just from "The Rare and Elusive Jumper" drawback.

> **You Broke It (300):** Scratch that, you already broke the one rule. Seriously? You had one job Jumper! Whatever, no powers for you this jump I guess. I'm going to

shove you into the jump with a mystical storm just for breaking your word though, you'll look like clutz upon entering.