H.R. Pufnstuf

Version 1.0.0



Welcome to Living Island. Living Island is a most amazing place. Islands are serene, but this one's not the case. With a hippie tree for peace and love; a rich, rich watch with time to spare; a frog that runs a record hop; and a dragon for a mayor. They're all alive and well living here on Living Island living every happy day. Alive and well on Living Island, living here in harmony and they hope someday the whole world will live this way.

Living Island is a living welcome mat. If it's kindness that you seek, here's where it's at. With Pufnstuf and all his friends alive and giving living love, the love on which your heart depends. Maybe they'll even sing you a welcome.

You'll have plenty of time to get used to the island and its inhabitants during your time here, unless you find the magic path to leave, or steal the witch's vroom broom, or her beautiful boat. Or simply bring along your own.

Oh, gosh, I forgot to mention the witch. Well while most of the inhabitants of the island are very much friendly and welcoming, giving living love, it does have its bad apples. The wicked witch, Wilhemina W. Witchiepoo, lives on Living Island too, and she doesn't give living love, nor do the evil trees or mushrooms that make up her evil forest surrounding her castle. Hopefully you won't run into too much trouble with her during

your time here, maybe you'll even help the Living Islanders get rid of her and the threat she represents.

Hopefully these will help you with the problems she might represent for you.

+1000 CP

... You'd not be considering siding with her, would you? Or worse showing her how to be better at being evil. You're not that kind of jumper are you?

Location:

You arrive anywhere you'd like on Living Island.

Origins:

What are you? Select a single origin, and you will get discounts on the associated perks and items with the 100 CP perk and first copy of the 100 CP item being free. With the possible exception of Boy/Girl, they will also grant you a history and potentially connections in this world.

Boy/Girl: You are new here. You might have a history in this world, if you'd like, but you are newly arrived at Living Island. You are 10+1d8/2 years old.

Living Islander: You are one of the 'good guys', a native of Living Island who does not serve the witch. You could be a tree, an animal (person), a clock, or even something odder. Your apparent age is hard to discern, but let's say 22+1d8.

Witch: You are one of the bad guys, possibly Witchiepoo's apprentice, family member, minion, or friend and rival. Your apparent age is hard to discern, but let's say 22+1d8.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Can't do Enough (200): You are highly capable of acting while impaired by intoxicants. You won't be completely unaffected, how'd you enjoy partaking then, but you will be relatively capable of acting when something stirs you from a drugged haze. This will also guarantee that should you desire it you will never develop tolerance to a drug, while simultaneously being immune to the negative effects of overdose. This applies to drug-like supernatural effects just as well as actual chemical intoxicants.

<u>Can</u> do a Little (200): To say you are immune to addiction would probably be too broad, but you get rather close to it. You are immune to chemical addiction, or supernatural addictions, and are wholly unaffected by withdrawal symptoms from addictive substances and energies. This also minimizes addictive parts of your personality, making it easier to say no to things you enjoy. You can still grow to enjoy something too much, but it won't be because it has chemically altered your brain or possesses a supernatural sway.

Breath of Living Island (600 CP): Everything talks on Living Island. And now everything talks around you. When you stay in a place long term, inanimate objects and plants will begin to develop sentience as well as the ability to move on their own; some will also develop human-like shapes. Animals around you will also begin to become mentally uplifted to human-like intelligence, with most of them beginning to become anthropomorphized.

This effect will take time, months to even initiate, with animals and human-sized objects taking the least time, and the further they diverge from human size, or less time they spend in the effect the longer it will take. The effect will radiate out from a location you stay at long term, slowly spreading as more and more area is fully effected. If you leave for any substantial time the effect will cease, having to resume once you settle back into an area, but already altered objects and creatures will remain altered even if they leave the effect's area or you leave and stop producing the effect.

Boy/Girl Perks

At Home (100): As much as Jimmy is trying to escape Living Island and get home, he doesn't seem to be all that homesick or uncomfortable there; more just eager to get away from the witch. You find it similarly easy to tolerate such situations. This won't stop you from missing your home, but it will ensure that no matter how much you miss being somewhere else, or in another situation, you won't be unable to enjoy the better parts of your current one, and no matter what luxuries you are accustomed to, you will be able to adapt to roughing it without undue suffering; just in case you find yourself going from sleeping in a house to sleeping in a dragon's cave.

Adaptable (200): Whether it's finding yourself on an island full of dancing and singing animals and objects where houses can sneeze, time machine accidents artificially aging you, or just finding yourself the enemy of a witch, there's a lot of weird situations you can find yourself in in this world. But you'll be able to adapt to any of them. You are highly mentally adaptable, and able to roll with even the weirdest situations, your mind quickly wrapping around the new situation you find yourself in.

Always Got a Song (400): Music comes naturally to you. From singing and writing songs, as well as dancing and choreographing dances, you are highly talented at it. This especially applies when improvising songs and dance routines on the fly, musical accompaniment even seeming to spring up alongside your words. Significantly, when you include a song and dance in your attempts to distract or trick someone it seems to go better than it otherwise would as if the song and dance routine somehow drains away at their wariness and alertness; also great for political elections.

Applies to musical instruments as well as vocals, though to a less extent.

Who's Your Friend When Things Get Rough (600): You make friends very easily, especially when arriving at a new area or world. It comes to you naturally, an easy charm attracting others to you, and ingratiating you to them as long as you treat them well in return. These won't be mere fair weather friends, but you'll naturally find them deepening easily, quickly reaching the point where they will stick with you through thick or thin even when it means taking risks to help you.

Unfortunately this easy and natural charisma doesn't apply to humans, and this won't change their intrinsic natures so befriending an evil witch may be an uphill struggle, especially if you're unwilling to give in to their selfish demands.

Living Islander Perks

Everybody Talks On Living Island (100): And now so do you. No matter your form you will be able to talk. Even if turned into an inanimate form you will still be able to speak and perceive the world around you; this doesn't guarantee your other powers, however.

This also gives you an alt-form that fits Living Island. It won't grant you any significant advantages, but you can be a semi-anthropomorphic object, an animal person, a tree, or maybe a yellow horse with polka dots.

Was Watching Too (200): It can be hard to keep watch on someone all the time, especially when you have an island to run. When you are observing an enemy, or an enemy organization, you find that your observations happen to line up with the most important and significant actions by your enemies. The more enemies (or enemy groups) you are trying to watch at the same time the less effective this is, though you can select only some enemies for this to apply to.

Tricks and Ploys (400): Given the witch's superior power, Pufnstuf and the Living Islanders have to rely on cleverness and tricks. And you've got the sort of cleverness needed. Your mind is naturally brimming with clever ideas and plans to trick others. This doesn't help with long term plans, but you will find yourself to be great at coming up with short term tricks as well as improvising them. This also makes your enemies a little bit more gullible; don't expect people to suddenly become Orson Vulture, but your enemies just seem to fall for schemes a little easier than they should.

Doctor Jumpy (600): You are a comedic inventor, able to invent various, humorous and comedic devices. These will generally be more comedic than useful. From time to time however you'll feel an urge to invent something. This invention will prove to be highly useful in the near future. How or why will vary, and attempting to replicate it will prove impossible, but this will be something beyond your usual ability to invent, something that could almost be called miraculous, like a gas that rewinds an affected area, an anti-magic potion, a spray that fills a witch's heart with love, or another deus ex machina style device. It won't do everything for you, but it will provide you with a substantial leg up.

Witch Perks

Sycophantic Flattery (100): Whether a witch's minion, a witch underneath the Boss Witch, or running for political office, the ability to come up with - empty - flattery is invaluable. You are naturally skilled at such sycophantic flattery, able to come up with effective flattery that will please tyrannical figures without accidentally insulting them and saying it with a straight face and air of sincerity.

I'm Going to Zap You All (200): You're good at scary people, a mere threat able to often if not instill obedience at least getting a response of fear from others. Having some form of superior power helps with this, but you'll find that even if you never actually do anyone permanent harm, it'll take far longer for anyone to realize this than it should, and also not reduce the effectiveness of your threats as much as it should.

Unrecognizable Disguise (400): If you put on a pair of sunglasses (or something else to hide your face), a new outfit, and talk in a non-standard way and no one will recognize you until you remove a piece of your disguise. While not as effective for disguising yourself as specific individuals or roles, you will find that your disguises of all sorts are more effective than they should.

Wicked Witch (600): You're a witch. Or at least you have the magical skills, and power, to be one. This world's magic is fairly broad - summoning objects, destroying magical paths, turning people into mental robots obedient to your will, freezing them, shrinking people, etc - but most of it requires a wand and what doesn't require a wand involves the creation of potions. As such you have the skill and knowledge needed to create wands of this world's variety, as well as experience in making potions.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Hand Rolled Puffing Stuff (100): The required drug reference. This is a small case of hand rolled joints. Not just any ordinary marajuana, but the best pot around. Guaranteed not to cause bad trips, instead giving you the best non-supernatural buzz of any marajuana you can find on any world you've visited. Refills daily.

The Four Winds (200): Whether they consider you a friend or not, you have somehow obtained control over them and they will appear and perform at your behest. The four winds each appear as a floating head capable of creating heavy gusts. The West Wind is a John Wayne impersonator. The South Wind is a good hearted, if somewhat air headed, southern belle who brings hot air. The North Wind is a bearded, old man who is half covered in ice and brings freezing cold winds. The East Wind is an Asian figure, reminiscent of an aged scholar. Count as followers.

Reversal Bomb (500): While it looks like three sticks of dynamite attached to each other, when lit you have a few moments to toss it before it begins to release smoke. This smoke makes everything in its area go back to how it was half an hour ago, moving back and reversing over a matter of about as many seconds as if being rewound. This can undo magic that affected them, rebuild the area, or cause individuals to reverse their movements over the last 30 minutes. You get one reversal bomb, and it is replaced each year if used.

Angel Dust (600): We never actually see it, but when the witches think that it's being dropped down upon them we learn some of what it is supposed to do. Specifically it can turn a witch into a good fairy. You've got a stockpile here, enough to transform a witch into a good fairy, though yours will affect more than just a witch. If you can pour this entire box of angel dust on an evil supernatural creature it will transform them into a good equivalent. This won't affect supernatural creatures that just happen to be evil, only those whose evil is part of their supernatural nature, and it won't affect any evil creature stronger than a minor god. You get enough to affect a single entity, and it will only replenish at the start of a new jump.

Boy/Girl Items

Talking Flute (100): This is a golden flute with a diamond skin condition. This flute is sapient and able to talk or sing notes. The flute will be as good at 'playing' itself as your general musical skill, or somewhat better than your flute skill whichever makes it better.

Wheelie Bird (200): This is a wooden bird on wheels that can hold several people and be pedaled from the inside. For some reason enemies like to bring it into their strongholds without checking what's in it first. Don't expect it to work on the same enemy twice, though.

Time Machine (400): This domed loveseat is about the size of a fair ride when it's closed. On the outside it possesses a set of controls that allow you to set how time passes within it. You can speed it up, slow it down, or even reverse it so that years pass in minutes or any speed in between. Has an odd effect on metabolism as it seems to be paused in the machine while its own. Still it can de-age or age people, or run out the clock on magical effects. Note, reversing time in it won't undo things that have happened, such as having been injured.

Love Potion (600): This spray bottle is filled with a potion which makes the person sprayed be filled with feelings of love and friendship for everyone, able to make even a cruel and wicked witch generous and good natured until its effects wear off. It doesn't have the longest duration, but for a time you could make anyone be filled with good will and selflessness. Comes with 3 doses and will refill one dose each year if any have been used.

Living Islander Items

Soundbox (100): A rare, non-living object. This box with two siren horns on top of it has over 500 pre-programmed sounds that can be played by pressing the buttons on it, and you can record more if you desire. It can even play war sounds loudly enough to sound realistic, though that is the limit to the intensity of its volume.

Living House (200): This is an animated house. It won't be able to collapse on command or get up and walk, but the doors and windows can open and close themselves, and it can start to shake or turn on appliances for you. It is also capable of talking and perceiving events. It can even have a cold if you'd like.

For an **additional undiscounted 100 CP** you can upgrade this house to a full castle complete with drawbridge, a moat, and dungeons.

Living Laboratory (400): This room itself isn't alive, at least unless you make it a part of the living house above, but the books in the library, and decorations are. This laboratory has restocking supplies of basic medical and scientific supplies for experiments; nothing too rare or expensive. But the value is those books and decorations. They're fairly clever, and will only become more so as you obtain scientific, medical, and/or magical skill, and are able to advise and help you in your scientific work. Any book kept here will become alive and able to talk, capable of communicating to you what's in its pages.

Jumper's Cave (600): This cave is fairly large, and furnished to live in, even wired for electricity. It's great value, however, is that your enemies' supernatural and paranormal powers do not work upon it directly, or within it. This won't end effects that are brought into it from outside, so if a witch disguised herself, or turned your friend into a mechanical boy, it won't turn them back to normal, but while in it you don't need to fear being affected by an enemy's special powers.

Witch Items

Vroom Broom (100): This broom is closer to a sky bike than a broomstick. Sized for a giant, it has a steering wheel, a motorcycle-esque seat, umbrella to keep the sun off of you, and a sidecar; as well as two jet thrusters beneath it. But it functions the same purpose for a witch. It's a flying vehicle. It will automatically maintain, and repair itself and re-fuel itself when not in use.

Beautiful Boat (200): This lovely boat is a little on the small side, built for one or two in comfort, but it has its uses. First it can talk, think, and sail for itself, even able to sprout arms to restrain a passenger. Second it can shift from a beautiful, friendly looking form, to a more villainous aesthetic on command. Finally, and most importantly, it possesses the ability to sail between worlds. Given a short voyage it can reach any body of water in the local multiverse.

Image Machine (400): This machine about the size of a desk, possesses a viewfinder and various controls. By manipulating these controls you are able to view anywhere in the local region as if viewing it through binoculars.

Rotten Book (600): This living book is a grimoire of the black arts. It includes instructions which will help you to make wands for more specific spells if you took **Witched Witch**, and recipes for potions that don't require any magical talent or power on your own part. But besides this world's magic, it will update with magical information for any magic system you are proficient in, as well as any world you visit in the future. It won't contain all magical knowledge and information, but will remain a high quality book on the subject.

As a living book it is aware of everything in its pages, and able to offer you advice or suggestions. It also can always open to the proper page on command.

Companions:

Somebody to Love You (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Somebody Who Cares (50+ CP): For every 50 CP you pay you may recruit 1 canon character. Freddy comes with Jimmy for free, or can accompany him as Jimmy's follower. Taking Freddy and Witchiepoo might end up awkward. You have been warned.

Jink and Jank (50 CP): Do you enjoy Clink and Clank, but don't want to take them away from old Pufnstuf? These are two, short, mute creatures similar, though not identical, in nature to Clink and Clank. While they might be different colors, or maybe have scales, or be girls, they do retain Clink and Clank's basic nature as bumbling allies. They will join you as followers, or can share a slot as a companion. If you'd prefer them to be able to talk they can be more like Orson and Seymour.

Living Import (100+ CP): For 100 CP you can import 1 item you possess as an animate and sapient object becoming a companion. They'll get 600 CP and the Living Islander background, their **Everybody Talks on Living Island** perk will instead give them an animate form as whatever type of item they were. This may render them unable to move on their own if they're a house, or an object such as a flute or even a sword.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Hitting Hitting Always Hitting (+100): Your friends and allies are strangely physically abusive to you. Well if they're Witchiepoo it's not so strange, but you'll find that whatever side you're on your friends, allies, and even companions and followers seem to often strike you. These blows will hurt, but do no significant or lasting damage.

Status Quo (+100): You are unable to significantly change the status quo of Living Island. You might manage to supplant Witchiepoo with yourself, or become the mayor, but you'll never be able to permanently rid it of the marauding actions of a wicked witch, or take control of the island as a whole or even tyrannically rule the living islanders. The status quo can still change, but only in ways you don't like, and these become more likely to happen, needing you to help prevent them from happening.

There's a Bigger Thief on This Island (+100): And they stole all of your out of jump items, even the contents of your warehouse. You'll get them back at the end of the jump, but you'll have to wait till then. Strangely they don't seem to be anywhere in the jump either.

Trapped on Living Island (+100): You are unable to leave Living Island through the use of any out of jump means at your disposal. You must manage, before the end of the decade, to escape the island back to the normal Earth. However when you do so it will immediately end the jump.

Chronic Forgetitus (+200): You have forgetitus. This ailment, often caused by a blow to the head, has made you forget everything both your in and out of jump memories. While your in-jump memories may be recoverable during your time here, your out of jump memories are not. Making things worse you will often come down with new bouts of forgetitus, losing all your memories (including those you've recently acquired) until something manages to cure your forgetitus.

Princely (+200 CP): Add 60 years to your age/apparent age. While you won't die from old age, you will suffer the full effects of being 70 to 80 other than those that are most lethal. The Time Machine will be unable to reverse your age.

Where's My Wand (+200): All your out of jump powers now need you to hold a wand to function and to direct them. You have an odd tendency to drop and lose the wand, or

have it get broken. It'll come back to you one way or another sooner or later, but while you lack it you will also lack your out of jump abilities.

Objectified (+300): Not everything is alive on Living Island, but many things are. Most of these are human-like. Not all. You are a small object such as a candle, a book, a human skull, or a flute. You're still sapient, possess your normal senses, and can talk, but whatever you are you lack hands, feet, limbs, or any form of limbs. You are locked in this form for your time here.

Witch of the Year (+300): You must win witch of the year not just once but three times during the jump or you fail it. Boss witch is immune to all of your powers, superhuman charisma, threats, or attempts to influence her decision in a way that a normal witch could not. Meaning you can still use backroom deals and bribery, but you'll have to put the work in like everyone else.

Outro:

Whether a decade passed, you escaped Living Island, or you failed the jump it's time to make a decision as to where you go next.

Took the Witch's Last Words to Heart: Return home waking up as if it had all simply been a nightmare. Of course since you retain what you've gained on your chain it won't take long to realize it wasn't.

A New Home Here on Living Island: Maybe you'd rather stay in this world and not leave it. You chain ends, but you'll keep what you've gained on it and stay in this world.

Down the Magical Path: And on to the next world in your chain. Go to your next jump as normal.

Notes:

Jump by Fafnir's Foe

Changelog:

Version 1.0.0: Released.