Kipo and the Age of the Wonder Beasts

v0.1
by Keykappa

After spending her entire life living in an underground burrow, a young girl named Kipo is thrust into an adventure on the surface of a fantastical post-apocalyptic Earth. She joins a ragtag group of survivors as they embark on a journey through a vibrant wonderland where everything trying to kill them is downright adorable. Be careful though, not everything here is cute. There are giant animal mutes which break entire safe havens, crazed human groups out to destroy all mutes, and mutes out to enslave, kill or eat all humans. Despite all of this however mutes and humans… They are all still people, trying to survive this deadly, mutated land… Good luck and godspeed.

Gain **1000 CP**.

Starting Location: Roll a d6 to determine where you start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. The Clover Burrow:** Are you one of Kipos friends? Or maybe some sort of mute that somehow has been living there without ever being seen. Either way buckle up kiddies because in about…. Ten minutes a giant Mega Mute Monkey is going to crack this burrow wiiiiide open. If you want you can jump into the water stream flowing through the place and go where Kipo is going OR you can wait and follow along with the evacuation… Either way things are going to be interesting
- **2. Timbercat Forest:** Ah, the forest of the timbercats. A feline paradise built by the claws (and axes) of the generations of these fierce feline warrior woodsmen. Just days ago their most sacred relic, their Scratching Tree was taken by a Mega MonkeyMute so most of them are gone. Feel free to stick around if you think you can keep them from eating you or selling you to Scarlemagne
- **3. Cactus Town:** Welcome to Cactus Town, a town divided between the currently Dominating Power Rock playing Umlaut Snäkes and the Glam Rock Hamsters who they regularly hunt and eat. Might want to find a way out quickly...
- **4. The Newton Wolf's Observatory:** Oh dear, best you get your nerd hat on because these geeky wolves don't mess around. A clever and smart jumper could probably wow them with scientific intellect and technology (if you can explain how it works) but beware… Should you come across as stupid or, god forbid, prey they will be all too eager to start a hunt..

- **5. Scarlemagne's Palace:** Oh… Oh no… Best get running. You have the most unfortunate luck of landing right in Scarlemagne's throne room. If you are a human this is very VERY bad news for you as he has… Issues with humans. As in "ENSLAVE THEM ALL" type issues. If you are a mute you still should probably run. This ape is crazy and is unlikely to take very well to some unknown mute this deep in his place of power without being invited
- **6. Free Choice:** Luck you! You get to choose any location in the world or from this list.

Choose your age, sex, and gender. You may change this for 50 CP. Roll 1d8+10 for your age

Origin

- **Drop in [Free] -** Like the titular character you are in a whole new world with little to no context or experience in it…. Unlike her you lack even a basic history here meaning no allies and no enemies… Besides ones you make merely by existing.
- **Burrow Born [100] -** You were either born in a burrow if you are a human or you ar a mute raised in a burrow for some reason (most likely for study). This means you have a better education base than most in this world and know about stuff from before mutes became a thing… It also means you are far less jaded than most people from the surface.
- **Tribal [100] -** You were born on the surface, likely among a faction made of your own species if you are a mute or a small family group if you are a human. Life on the surface is hard, most things want to kill, eat, or do something horrible to you… And not necessarily in that order. This gives you a better starting base with what will kill you and what is less likely to kill you.
- **Hermit [300] -** You are one of the weird ones, the hermits of this world. Whether you're a blind goat who "Communes with the Cheese" or a possibly crazy and childish fungus or even just a rat who wants to make an amusement park, you are one of the weirdos here, the outliers, the ones who don't quite fit any mold… And frankly, that is to your advantage

Species

In Kipo there are a few types of beings. Here is your chance to choose them. If you take a non human species it becomes an alt form later on. All mute powers are only usable in mute form.

- **Minor Mute [Free] -** A mute without any real powers or bonuses due to species. Basically just an anthro animal of some sort
- **Mute [-200] -** You are a mute, just an ordinary run of the mill anthro animal with some minor ability related to your species. This can be anything from enhanced sense of smell and hearing to sharp claws and night vision. The only stipulation is it is related to the animal you are based off of and is minor. Please fanwank responsibly

- **Unique Mute [500] -** Like a certian monkey you are unique. You have a much more esoteric ability, one weirder than most. From sweat that mind controls those of the same genus as you to a sonic scream these are fairly powerful and dangerous abilities. Please, fanwank responsibly.
- **Human [+100] -** A human, you know what this is. Sadly, so do many mutes out there and to them you are tasty, annoying, a pest, or some utterly evil villain to be defeated… Have fun with that.

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Perks

One 100 CP Perk is free for each Origin. All Perks are discounted to half price for their respective Origin. Drop Ins similarly are able to choose from any demographic while receiving no discount.

Undiscountedl Perks

- **Anchored [300 CP] -** This is a capstone perk. On it's own it allows you to keep true to yourself even in times when you would lose yourself to your own emotions or outside influence you will remain capable of pulling yourself back from the brink. Even when mind controlled you will be capable of gaining moments of control at vital times though this is usually temporary.
- **Soundtrack [Free] -** You get full access to Kipo's amazing soundtrack at will, to play whenever you wish.

Drop In

- **A Land of Wonder [100 CP] -** This world is filled with wondrous sights and experiences. Be it dubstep bees playing their tunes in their giant flower remix studio or a snail that uses a vintage car as it's shell. You will always be able to recognize the wonder of the world and never lose that childish joy at the sight of it all.
- **A Honest Heart [200 CP] -** You wear your heart on your sleeve with pride and wear a happy smile on your face. This attitude tends to help brighten up the days of others and keep them feeling positive.
- **Friendship for Everyone [400 CP] -** Like Kipo you have a talent for making friends in the most unlikely of places and circumstances and with the most unlikely of people. With time, effort, and possibly a little (or maybe kinda major) favor or two you can befriend just about anyone… Now whether they hold that friendship to the same standards as YOU do is another question entirely but hey, you can be friends. .
- **A Call for Help [600 CP] -** Once every ten years you can send out a call for help to your friends from across the world. No matter where they are or what they are doing they will finish up or set aside what they are doing and answer the call. If you want this can be narrowed to a specific group of friends or even a single person but the cooldown remains

the same. Keep in mind, this travel is not instant and they must make their own way to you but they WILL reach you and they will try to help. **Capstone:** Rather than call from JUST this world your call goes out across all of your previous jumps. They hear you and they are coming to help. They will always arrive last. If the last person arrives in 12 hours or less they arrive in 24 hours.

Hermit

- **Kooky [100] -** You are weird, there's no denying it. But for some reason your weirdness is rather endearing even when it would otherwise be creepy or a bit unsettling.
- **Crafting, Cooking, and Quality [200] -** You are now a master at making a very specific thing. Whether it is Boxes, Cheese, or even Commemorative Plates you can now make that thing very very well. Must be a simple thing, Please fanwank responsibly
- **Strange Stories [400] -** Wherever you go strange tales are told of your abilities… And your questionable sanity and existence. When you settle in one place these tales really explode. This helps get you a reputation… Even if it is a weird one at times.
- **Wisdom of the Weird [600] -** You do shit and know things, it's kind of your deal. Whether it be by very good people reading skills, actual spies following them, or some other method you tend to know exactly what people want the moment you encounter them and, through some means, you also tend to know the answers to most of their questions. And if not you can now sound as enigmatically mysterious as you want when avoiding answering their questions. **Capstone:** With the capstone this ceases to be just good acting and observation and becomes an outright supernatural ability often connected to some activity or weird quick you have. A cheese maker could see the future through their cheese, a box maker would carve the futures onto or inside their boxes, and so on.

Burrow Born

- **Burrow Brains [100 CP] -** You are smart… Like INCREDIBLY smart. Not super genius smart or even normal genius smart but prodigy smart. Able to excel in most STEM fields and kick some serious mathematical butt if given time and space to write out your calculations on.
- **Ancient Education [200 CP] -** You are educated in a way not too different from the way humans were thousands of years ago and grew up knowing and experiencing many of these ancient toys and items, knowing exactly what they were used for and having some idea on how to use them. In future jumps this allows you to recognize and somewhat use ancient technology to the degree an uneducated civilian could. Do note this dos not apply to hyper advanced civilizations..
- **Science can solve this! [400 CP] -**.You gain an education equivalent to a doctorate in a single scientific field. This includes most of the universe specific tech related to the field save things listed on this sheet.
- **Mute Formula [600 CP] -** You have, within your mind, the exact formula for making mutes out of normal animals. The effects of this formula range from making giant monsters to fully fledged, aware, sentient beings. In both cases most have unique

abilities ranging from hyper powerful tongues usable as grapples to producing powerful gas that can be used as fuel for vehicles. **Capstone:** If you have the capstone perk you can also create the formula for making a Half-Megamute. Unlike the original formula this one can be used on adults without them going berserk.

Tribal

- **Instincts [100] -** You lived your whole life on the surface, in all it's constant danger. This has honed your body for survival. Whether it made you strong and sturdy or quick and agile is up to you but either way you are strong.
- **Rules of the Surface [200] -** You know all of them. This helps you survive in even the most inhospitable biomes. So long as edible food, drinkable water, and air that can sustain you exists in the environment then you can find a way to survive.
- **Like a Pack [400] -** If you lead a group you can, after a few day's training, have them moving in sync with each other well enough to be an actual threat of a fighting force while they remain in a group. Keep in mind, "threat" does not always equal "Dangerous"
- **Above all else, A Survivor [600] -** You are incredibly difficult to kill. Whether it be a pack of sentient wolves who know everything about you to a giant scorpion of death who can sense your heartbeat. You can and will survive it all. When things look to be at their lowest you gain a surge in strength and power allowing you to push through any wounds, poisons, or other effects that may hamper you and fight on with all the ferocity of a cornered beast. This is treated as when you are cornered and cannot escape for one reason or another you get a short term power multiplier. Please Fanwank responsibly. **Capstone:** With the capstone this perk applies to nearby allies as well.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin.

Drop In

- **Cheesy Puffs [100 CP] -** You gain a lifetime supply of the puffed cheese snack a surprising number of creatures and people in this world enjoy. Renews after each jump.
- **All the Outfits [200 CP] -** You now have a closet with an outfit for any theme or occasion. When you need an outfit for any event you can just open it up and find the right outfit. Now, these outfits cannot be armored or even protective or be made of rare or valuable materials but they will always be appropriate for the event. Outfits not worn will be inside the closet.
- **Time out Case [400 CP] -** You gain a large transparant container that can hold any one being inside. Any powers they have will not affect the area outside. Teleporters cannot teleport out, portal makers just make a portal to the other side of the case, and size growers will find the case can contain all the pressure of being massive without causing them to be crushed. Has an easy slot to slip in food and water without risking escape. The only real challenge is getting them into the damn thing.
- **HMUFA [600 CP] -** Human Mute Ultimate Friendship Alliance is a go! You get a group composed of humans, mutes, or a mix who follow you as their leader and friend. Now, it doesn't need to be called that and feel free to name it whatever you wish but either way you get about a hundred companions who are more than willing to do what they can to help

Tribal

- **Mute Skin Cloak [100 CP] -** Choose an animal and you now have a cloak made from that type of mute's skin. This is rather disturbing and frightening to most mutes, especially the type of animal whose skin you're wearing, giving you an edge in intimidation. If you are a mute you are free to have a human skin cloak.
- **It's edible…. [200 CP] -** Enjoy, you now have access to surface world "Delicacies" such as roasted beetle, Stank Bugs, and Snot Berries. May not taste the best or look appetizing but this food can and will give you everything you need to survive, even water,
- **Home... [400 CP] -** You have a home, or a base, or just a place to rest. This is more than most people have here. It's in a naturally defended area that is hard to reach and attack and has a small amount of food and water always in stock. In future jumps you can import this into new worlds where it will change to match the verse or can be made into a warehouse attachment
- **Deathstalker Tail [600 CP] -** Wow, this thing is dangerous. You have a deathstalker stinger or an object imbued with its venom. Said venom can knock out almost any being with just a drop, paralyze them with two, and potentially kill with 3. Larger beings may require repeated doses. You may import a weapon to be imbued with this venom if you

want but otherwise you may choose between the stinger being on a staff to make a spear or on a rope to make a flail.

Burrow Born

- **Journal [100] -** Gives you access to a journal which, if you record a day or event, can allow the person reading it to picture it so clearly they might as well have been there. It will automatically allow them to infer information left unwritten directly and allows anyone they are reading it to to share in the effect. When you leave it behind in an area it will remain there though others may come and read it if they can reach the area.
- **Science Equipment [200] -** A large amount of all the basic scientific equipment you could ever need. If you have Science can Solve This you get advanced equipment for your field including things like the megamonky collar or the stuff required for the synthetic control pheromone.
- **Mini-Burrow [400] -** You have your own burrow… in miniature. This bunker can house a hundred people and has all the facilities to be self-sustaining for even thousands of years. Does not come with people to live in and run it.
- **The Cure [600] -** You gain 20 darts coated with The Cure which can turn mutes back into normal animals. This is incredibly cruel as it removes their sapience and sentience and not even mute juice can return them back. If you use this expect to be reviled, hated, and feared by all mute kind in short order. The darts replenish each day and after this jump the darts can cure any mutation whether it is benign or malign.

Hermit

- **Tools of the Trade [100 CP] -** You now have a set of tools and materials for a single trade or craft. From Box Making, to Cheese Making, or whatever. The tools and materials are of decently high quality and will repair and renew themselves every week.
- **Unlimited Cheese [200 CP] -** You have a deal with a trio of goat sisters to provide you with amazing, savory cheese. This cheese is always of masterful quality and incredibly delicious… Just don't ask how they get the milk for it.
- **Guard Beasts [400 CP] -** You have a pair of large, frightening mutes who will guard whatever location you designate as your home. These mutes are never sapient and are basically just really well trained animals. They do not count as pets but as followers for purposes of imports and share the same slot with perks divided between them if made into companions.
- **Mobile Workshop [600 CP] -** You have a mobile workshop in a good sized trailer which can be hooked up to any large enough creature or vehicle to move it. The trailer comes with everything you need to survive and rare materials and advanced equipment for a single profession or craft.

Companions

- **Single Import/ Companion Creation [100 CP] -** Import or create one Companion. They get 600 CP to spend on the options presented.

- **Group Import/ Companion Creation [300 CP] -** Import or create up to eight Companions. They get 600 CP to spend on the options presented.
- **Inedible Adorable [300] -** You have a pet mute and they are adorable! While they are young now when they are fully grown they will be quite fearsome and most likely very big. The best part is that they taste TERRIBLE and everyone knows it. You may import a pre-existing pet into this role if you want. Please fanwank responsibly
- **Immortal Bro [400 CP] -** Huh, looks like you somehow became friends with a Dave, an immortal insect mute who cannot die but rather simply sheds his skin and enters the next phase in life. From Grub, to Teenager, to Adult, to SUPER-DAVE, to Old Man Dave. Superdave is much stronger than normal dave (About as strong as a peak human male) and can fly.

Drawbacks

- **Addicted to Sweet [+100 CP] -** You are addicted to sweet foods and drinks. If one is offered or found you will take it. This does not make you dependent or going to sell out your friends for a candy bar but you get mad if someone doesn't share sweets they find and will often prioritize sweet foods over less sweet but better suited rations and may pack soda or other sweet drinks instead of water if given the chance.
- **Gruff [+100 CP] -** You are a very gruff and short tempered person. You perpetually scowl and are inclined to pop whatever little bubble of idealism a person has about… Anything really. Life is hard, bad things happen, and in the end everything always goes badly so what's the point of being cheerful?
- **Naive and Trusting [+200 CP] -** You are trusting. You tend to see the best in others even when you really, really shouldn't and it takes something big to really get you to let go that "They can be better if given the chance" mentality.
- **Jaded [+200 CP] -** You are incredibly jaded. You cannot acknowledge positivity easily and will often assume the worst and act accordingly. Expect this to grind on a lot of people in this world despite most of them being just as jaded as you are.
- **Dave Plan [+300 CP] -** You and planning really shouldn't mix. When you make a plan it tends to involve crazy shenanigans and dangerous stunts and will often end in explosions, property damage, and a story of your own stupidity if you manage to survive it.
- **Cured [+300 CP] -** You cannot use any Perks, Powers or other abilities from outside the Jump.
- **Confiscated Contraband [+300 CP] -** You cannot use any Items or Properties from outside the Jump.
- **Mute Bait [+300 CP] -** Something about you sems to draw in non intellegent mutes who seem REALLY determined to eat you. You must smell incredibly tasty or something.
- **Touched the Babies [+400 CP] -** Well now, looks like you touched a Baby Megabunny so now, it's momma is searching for you. If you are not wearing eye watering amounts of deodorant and cologne the mamma megabunny will be hunting you down to bring you back. After all, to her you smell just like another Baby Megabunny who needs to be mothered… Potentially to death.

- **Traumatic Life [+400 CP] -** You have… Issues. Whether it was being raised by a group of mutes to serve as challenging prey to their other ACTUAL children to outright being the last of your species or burrow this has left you with some hefty emotional scars and you are a tiny bit touchy about addressing them.
- **Pheremonally Vulnerable [+500 CP] -** No matter your form, size, might, or power you can be affected by Sarlemange's Pheromones allowing him complete control of you. If he manages to keep you under his power for more than a week your jump will fail.
- **Scarlemagne's Wrath [+600 CP] -** The Ape with mind control is INCREDIBLY angry at you for some reason. Whether it is because you broke something of his, annoyed him at some point, or he just doesn't like your face expect him to loathe you and be quite eager to be rid of you. If you are a mute he will attempt to have you killed in some manner, preferably a dramatic showy way. If you are a human he will attempt so spray you with his pheromones which will put you under his control. If you are immune he will try to kill you same as a mute. Him killing or controlling you will both end your chain.
- **The Good Doctor's Desire [+600 CP] -** Doctor Emilia knows of you and believes you are the key to her plans and wants to dissect you and extract the source of your power. If she or her minions capture you expect to be vivisected and disposed of the moment the good doctor gets a hold of you. If she can successfully begin vivisection (and her tools can and will cut through any invulnerability or physical defenses) then your chain will end.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **Home...:** Choose this option to end your Jumpchain game and return home.
- **In this Land of Wonder:** Choose this option to end your jumpchain here and remain here in this setting.
- **It's time to go:** Choose this option to continue your Jumpchain game and move on to the next Jump.

Notes: I used the Generic Jump as a template for this. All credit for the template goes to them.

This is my first ever Jump I made so feedback on how to improve it to new versions is much appreciated