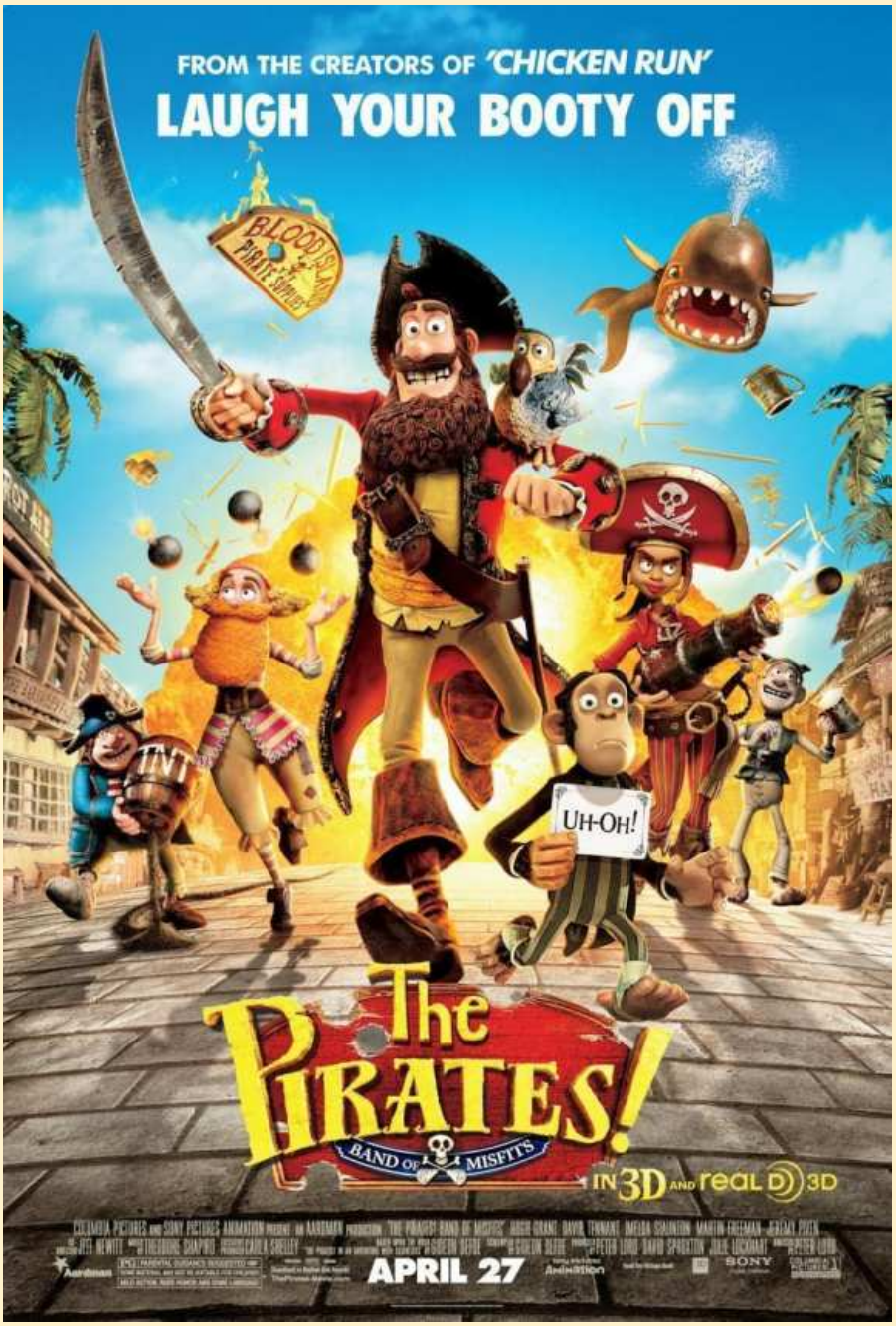
The Pirates! Band of Misfits/The Pirates! In an Adventure with Scientists Jumpchain



by Faucheusestar

Welcome to a wacky world of pirates of varying skill, competing for the Pirate of the Year award. Perhaps you're one of them? Or have you had enough of these old wrecks from another time and their songs and are you here for science or even to get a delicious dodo?

Take **1000 Choice Points** to fund your adventures.

Starting Location

You appear in the tavern on Blood Island if you're a pirate or in London for the rest. You can choose to arrive at the opposite location (London for Pirate for example), in which case you will win 100 CP.

Age and Gender

Freely choose your own age or gender.

Origins

Any origin can be taken at Drop in

Pirate [Free]
You're a pirate, a sailor plundering the seas with his cutlass, his catchy songs and maybe even a parrot... What do you mean that parrot's big it's just got big bones!

Scientist/Royale [Free]
You're not a pirate... And yes, you are the scientist part of the title or perhaps you're a member of royalty. One thing's for sure: we strongly advise you against playing with vinegar and bicarbonate!

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Pirate



Do accordions make this sound? [100 CP | Free for Pirate]
Accordions are perfect for adding a pirate feel to all your music but sometimes you need to make a different kind of sound. Fortunately, you're now able to make the sound of any instrument with anything you've got on hand, including instruments that have nothing to do with it. What's more, you're really gifted at music.



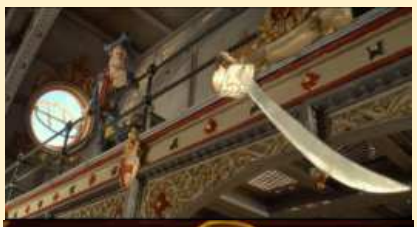
Masters of disguise [200 CP | Discounted for Pirate]
Pirates are masters of disguise, as we all know. And with this perk, all you have to do is wear any costume, even one that doesn't hide your beard or distinctive features, and everyone will believe that you really are what you're dressing up as.



Hiding all your treasure [200 CP | Discounted for Pirate]
When you say pirate, you mean hiding things like treasure or even your dodo. With this perk, it's as if your beard or other pirate-looking things like your hat have their own bottomless space to hide things in.



Best captain! [400 CP | Discounted for Pirate]
You can't be a captain without a crew and you're an excellent captain if your men are anything to go by. You could betray them and act particularly badly, or you could continually fail, yet they'd still come to help you. It has to be said that you're great at setting the mood!



Rescue [400 CP | Discounted for Pirate]
Once a jump or every ten years, depending on what happens instead, in a desperate situation you'll be rescued by your crew at the last moment, even if they shouldn't be there or are far too weak for the situation.



Pirate of the Year [600 CP | Discounted for Pirate]
You're a really skilled pirate, whether it's your luck at finding treasure, your skill at plundering it or your knack for all things piratey in general. With such skill you could quickly cover the floor of a tavern in gold coins, making you an easy favorite for the annual Pirate of the Year competition.

Scientist/Royal



Clay animation stop motion artist [100 CP | Free for Scientist/royal]
Strangely, you seem to have a real talent for sculpting and can replace all the parts of your invention/creation with modeling clay as long as it seems vaguely functional, it will work perfectly.



Athletic [200 CP | Discounted for Scientist/royal]
You're strangely athletic, capable of all kinds of jumps and acrobatics. Strangely enough, your shape, strange as it is, and your weight don't seem to hinder your movements in the slightest.



A good sense of timing [200 CP | Discounted for Scientist/royal]
Is it luck? Planning? One thing's for sure: your subordinates are always there with an impeccable sense of timing. Do you want to execute a vile pirate? Your executioner is already behind that curtain beside you, sharpening his axe! Although this doesn't make them supernaturally capable of saving you against an opponent stronger than themselves, it's a considerable time saver, as well as being pretty cool.



Scientist [400 CP | Discounted for Scientist/royal]
You're an excellent scientist capable of inventing all sorts of brilliant and innovative inventions. Whether it was building flying machines or discovering electricity, you had an incredible instinct for surpassing your peers and revolutionizing technology.



Darwin [400 CP | Discounted for Scientist/royal]
You're an expert naturalist with great skills in botany, zoology, taxidermy and everything else that the real Darwin masters. As well as being very useful for classifying the various living species you encounter on your adventures. You'll notice that the plants and animals you collect don't deteriorate and that, after a short study, you can quickly find their weaknesses and possible uses.



Queen [600 CP | Discounted for Scientist/royal]
You are a king/Queen or the equivalent of a country of your choice, which gives you control over the resources of that country as well as all the skills expected of a ruler of that country. If you wish, you can choose something more nebulous, such as being the king of pirates, which will give you a similar territory but one that is adapted to your chosen theme.

Items

Items may be imported into similar - items, weapons to weapons, vehicle to vehicle, etc.

Pirate



The best thing about being a pirate [100 CP | Free for Pirate]
You know what the best thing about being a pirate is? It's the cutlasses? It's the LOOTING? No, it's obvious, but it's HAM NIGHT! And it's perfect because you always have delicious ham to feast on with your crew.



A "parrot" [200 CP | Discounted for Pirate]
Some pirates are happy with a parrot and although you can have a beautiful one with this. This member of your crew can be any extinct species of your choice, such as a dodo.



Disguises [200 CP | Discounted for Pirate]
A huge wardrobe that you can make appears from anywhere. It's filled with pirate costumes, including hats, wooden legs, and crooks with lots of utensils and other disguises for all kinds of unlikely situations.



Treasure [400 CP | Discounted for Pirate]
Did you really buy it? Well, I hope it didn't cost you a friend. But here you are with the equivalent of the entire treasure of the Tower of London, enough to easily win the pirate of the year competition... If you'd stolen it, of course!



Sea monster [400 CP | Discounted for Pirate]
You can choose a sea creature/monster that will strangely enough be able to store your loot and crew inside it as if it were a normal ship. This creature will be completely loyal to you and can even stay on the surface while you explore an island.



Pirate ship [600 CP | Discounted for Pirate]
What would a pirate be without a ship and crew worthy of the name, and with this you have both. While the ship of your choice may look fragile, it's actually capable of withstanding any storm or sea monster attack with minimal damage compared to its normal strength.

Scientist/Royal



Taxidermy collection [100 CP | Free for Scientist/royal]
This is a collection that oddly fits into a chest, larger on the inside than the outside, and is updated. It contains stuffed versions, skeletons, and even jars of the various creatures you've seen during your adventures.



Monocles and outfits [200 CP | Discounted for Scientist/royal]
It's an inexhaustible collection of monocles and outfits to suit every body type. If you dress an animal of any type with it, it will not only have a human-like intelligence but will also become very competent.

Materials box [200 CP | Discounted for Scientist/royal]
What strange materials where you found them? As well as containing all sorts of spare parts for your inventions, it contains endless boxes of modeling clay of the same type as that used by the Aardman studio for their film. Strangely enough, this clay doesn't degrade and seems to copy the basic properties of what you've shaped it into.



Hot-air balloon [400 CP | Discounted for Scientist/royal]
It’s a steampunk-looking hot-air balloon/zeppelin powered by pedaling. It's a shame it's not as good as a Dodo, otherwise you could have won a science prize with it. Well, it's still a very fast and reliable means of transport.



Training weight [400 CP | Discounted for Scientist/royal]
This training weight, which you can easily hide under your clothes, allows you to train physically and in an activity of your choice, such as sword fighting, simply by doing your usual activities.



QV1 [600 CP | Discounted for Scientist/royal]
It's a copy of the ship on which the club meets to eat endangered species. As well as being a ship that is always at the cutting edge of the ships of the world that you jump into, it also has a very good chef and a few guards to look after the ship.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years

Surprisingly Curvaceous Pirate [+100 CP]
You have to pass yourself off as a man or a woman according to your sex and above all not get caught. If you do get caught, you'll be stuck for your next jump ten years or more in your opposite sex.

Partial Lockdown [+200 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Fool for Love [+200 CP]
Are you a nerd jumper because you really don't have any luck with girls, and just like Darwin you often fall in love with people who will use your feelings to manipulate you. Fortunately, though with difficulty, you could learn your lesson like him and reduce the effect of this drawback.

Misfortune [+300 CP]
Have you shot an albatross recently? In any case, you seem to be really unlucky, and the ships you try to plunder are mostly useless but strangely humorous. Sea monsters and strange things seem to be playing with your nerves and your ship. But strangely enough you always come through without too much trouble in the end.

The end of the golden age of piracy [+400]
Does the Royal Navy control all the oceans? No! A group of relics from a bygone era continue to taunt the Queen. I'm talking about the pirates, of course, and unfortunately for them and for you too (whether you choose to be one or not you will be treated the same), they're out of date and have to go. During this jump, the pirates will be attacked by the full might of a strangely inexhaustible fleet sent by England, so expect plenty of marine confrontation!

Lockdown [+400]
You have no **Out Of Context** items, powers, or warehouse. Incompatible with **Partial Lockdown [+200 CP]**

Jumper à l'orange [+400]
Do you know what the rarest and therefore tastiest species in the world is for the leaders who govern the world? The Dodo... No, the Jumper! And now everyone knows that you exist... What do you mean by wanting to take over your chain? Who would want to do that? No, they simply want to eat you and will use all their country's resources to get their hands on your inimitable taste.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.