MINE TURTLE!

Jumpchain V1

By Deaderthandeath



What in the fresh hell? I don't recognize this place- **click**

"HELLO!"

Oh god no. Run Jumper, run and take this-!

BOOM

+1000 TP (Turtle Points)

Origins:

-Drop-In | Free
You aren't from here, are you? Somehow you, a real person, got transported to this inane cartoon world. Thankfully, it appears your status has gifted you with the potential to access some strange abilities…

-Explosive Tortoise | Free
Made in a petting zoo by a man named Tom, you are a walking, talking landmine in the shape of a turtle. I would recommend not exploding, as this would cut the Jump short…

-Scientist | Free
Remember Tom? The scientist who created the Mine Turtles? Well this isn't the first time he made something crazy, a dumbass scientist that one. The kind of scientist that you are now as well! Don't go *too* crazy, I beg of you…

Perks:

- Standard discount rules, 50% discount on your origin's perks.

Drop-In:

-Musical Maestro | 100 TP
Channeling the spirit of YouTube bands everywhere, with this you gain incredible skill with guitar playing and singing. Not only that, but you have a surprising knack for spontaneously crafting and adding new lyrics to your shows right then and there, if just to keep up with the insanity of the world around you.

-My Life Is Like A YouTube Poop | 200 TP
You have a remarkable ability to maintain a composed demeanor and stay calm, even in the face of the most absurd situations. This quality allows you to handle any situation with confidence and composure, and makes for a killer poker face.

-Dancing To The Tune | 400 TP
Just by speaking, your words seem to influence the world around you, though only to a reasonable extent. Basically, it's like living in a musical or a Disney property. Though it doesn't have to be music, any medium will do, like animation. Oh, and one more thing, while your descriptions can shape outcomes, the more effort you put into your medium decides how powerful the commands are. Also, drastic shifts like turning enemies into lovers won't happen unless there's already a solid foundation.

-Protection By The 4th Wall | 600 TP
You possess a unique immunity: anything you are actively describing, through any medium, cannot affect you directly, as long as your own personal involvement remains minimal. For instance, you could narrate the apocalypse without personal consequence, but intervening directly, like saving a person, could lead to unexpected outcomes for yourself, like stepping on a Mine Turtle.

Mine Turtle:

-Explosive Testudine Physiology | Free, Mandatory, And Exclusive to Mine Turtles
Or Mine Turtle, to anyone not a nerd. Sharing many similarities to a tortoise, the Mine Turtle does have its fair share of differences: the ability to speak in a very high pitch, vastly improved intelligence, and the ability using tools with thumbs or even hands! Oh, and the high powered explosive that is your shell.

Ah, yes. That. Your body now creates and stores highly explosive chemicals in your shell, which can be triggered anytime something presses the big red button on your shell. Which kills you, and usually the target. Try not to let that get pressed.

-Don’t Touch That Mine Turtle! | 100 TP
Didn't you hear what I just said?! Why would you… gah, nevermind. Look, you have obtained a rather odd power. Just how this world seems to put Mine Turtles everywhere, getting people to press their explosive buttons in increasingly bizarre situations, so can you make other worlds do that same to you. Of course, you can turn this on and off as you wish, and choose which part of you is getting touched. Yes, even that part you perverts.

-Look Ma, No Hands! | 200 TP
Or wings, claws, voice boxes, etc. You see, Mine Turtles have a very strange ability to use their feet as hands to hold and use things, despite lacking thumbs, fingers, or even an arm. You now have an upgraded version of this: so long as you had access to a physical trait before, whether as an alt-form or were polymorphed, you can essentially ‘use’ it in any other form even if you lost access to it, though this doesn't actually transform you.

-Stole Alien Technology, And Built A Time Machine | 400 TP
As I had said earlier, Mine Turtles are smarter than humans, though I neglected to mention by just how much: a small group of Mine Turtles were capable of reverse engineering alien technology to build a time machine. You can easily do the same, just by yourself. In fact, you are capable of taking this a step further. Very rarely when researching something, you will somehow extrapolate a wildly different piece of technology out of it. For example taking the knowledge you got from dissecting a spacecraft and using it into building a working Time Machine.

-He Made The World's First Turtle Bomb | 600 TP
Huh, well this is certainly an… odd ability. Once per jump, you can make yourself immune to death from a single form of damage. Oh don't get me wrong, you can still get hurt and even die from said damage, but dying this way gives you the ability to freely spend any 1-Ups or revives without losing, damaging, or activating any negative effects you might have turned on from activating it.

However, this only applies to that specific form of damage, and what you choose must be *specific*, like explosions (which I would recommend taking for this jump); lasers; poisons; or the cold, and not broad fields like all physical or magical damage. Of course, this ability also grants a singular revive itself, one that recharges every jump.

Scientist:

-PhD In Insanity | 100 TP
How you ever managed to graduate is something appalling, yet here you are. With this, you have all the skill and knowledge to have an entire PhD in a single field of science, but let me clarify something: your knowledge is equivalent to a PhD for *this world*, which means you can pull off some pretty inane shit, like a working time machine if you picked quantum mechanics. Can be taken multiple times for different fields.

-Drank A Cold One | 200 TP
You know what's the problem with poison immunity? You can't get drunk, a fact that gets in the way when you just wanna get shitfaced and do some science. But with this, that's a thing of the past, as you now can freely toggle any resistances and immunities you may have, to the point where you can even go into the negatives, making yourself weak to whatever that is.

-The Cops Tried To Stop Him, Before It Could Explode | 400 TP
Alright, at this point it's clear you are a mad scientist in the making, if not one already. So here is a little gift for when something eventually blows up in your face: a form of basic plot armor, though only effective when it comes to surviving thr consequences of your actions. Make a walking explosive in the middle of a petting zoo? The police's bullets will hit said bomb instead of you, and the result explosion will knock you away to safely without *much* damage.

-He Shouted Drunk Science! | 600 TP
But what's a little science without alcohol? Boring, that's what, and something you have internalized to the point where getting drunk now somehow improves your scientific capabilities. The more drunk you are, the better you become. If you were to get drop-dead drunk, the resulting violation of the laws of nature and physics would be something to behold. Of course, you must actually be capable of getting drunk and feeling its effects to actually activate this.

Items:

- Again, standard rules, each origin gets a 50% discount in their section.

Drop-In:

-Mine Turtle Merch | 100 TP
From the shirts to the new card game, a corner of your warehouse now has every Mine Turtle and ASDF-themed merch. Don't worry, it's unlimited, though that means you will never be able to clean that corner.

-Tools Of The Trade | 200 TP
It's kind of hard to be a drummer or a guitarist when you don't have your drum or guitar, though thankfully you do! A guitar, a drum, speakers, and a drawing tablet plus the software for all your animated music video needs! Not to mention, all the equipment is constantly upgrading to the best model in your current world, and won't downgrade.

-ASDF-Brand Insanity | 400 TP
You are playing a dangerous game, Jumper. This… *thing*… has the potential to end worlds. No, it's not a weapon, but rather a complete narrative rewrite, transforming the genre of whatever world from what it was previously into the complete nonsense, YouTube Poop insanity that is ASDF Movie. The world will start operating on cartoon physics with massive escalations in insanity, introducing elements that weren't there before and making the world even more dangerous. Even you may not be immune to the reality warping power of this item.

While you may activate this whenever you like, even if you turn it off the effects will not disappear in whichever world you activated this in. Be careful when you take this, Jumper.

Mine Turtle:

-Traveled All Around The World | 100 TP
A very special plane ticket, one that allows you to travel anywhere you want, with all flights prepaid. The special thing is that no matter what you are, even a walking explosive, you can still fly. Oh, and you can pull this outta anywhere when you need to fly somewhere. In future worlds, it updates to match a single common form of transportation, like a boat or spaceship.

-Hatchlings | 200 TP
A small clutch of tortoise eggs, ones that appear to be completely normal, from their appearance to their incubation time. Of course, these are anything but normal eggs, they are Mine Turtle eggs! Loyal to the point where they won't try to blow you up, though they can by accident, and you get another clutch a month after the last one hatches.

-Time Machine | 400 TP
Either you made it yourself or stole it from aliens, regardless of how you got it you now own a fully functioning time machine. You can travel to any date in time, past and future, with ease

though you cannot change locations with this, remaining in the same spot. The machine itself is only big enough for a single person, or an entire group of mine turtles. It also somehow protects you against paradoxes you or others caused while inside the machine.

Scientist:

-Old Engine Oil | 100 TP
A smooth, rounded, and flavorsome English Stout style beer that leaves the drinker with a refined smoky finish, all at the most perfect of cold temperatures. What, did you think I actually meant engine oil?

Of course, if you prefer something else, basically every aspect of this is toggleable: from the temperature, the drink, to how many you can pull out your ass at once.

-Portable Laboratory | 200 TP
Otherwise known as a toolbox! Containing everything an engineer needs alongside a smattering of actual laboratory tools, these pieces can somehow perfectly perform as any tool needed for science, though it won't be as good as the true thing.

-Jumper-Brand Petting Zoo | 400 TP
Want to bring the world ending might of the Mine Turtles to other worlds, or maybe you just need some rare animals to experiment on? This is an ever-expanding zoo holding a copy of every animal you meet. Regardless of their power, the zoo can hold them, though only animals can be copied here. No human or elven zoo for you, even if we are all technically animals.

Companions:

-Import | 50 CP / 200 TP
Life is always better with friends, especially when they can help keep you sane! This works of the classic import rules, one person for 50 CP and 200 CP to import 8 at once. They each get an origin and 600 CP to spend here. Oh, and guess what! The first two imports are free!

-Canon | 100 TP
There is a lot of diversity here. Talking moons, talking bears, a kid that gets hit by trains, talking explosive turtles, aliens, cavemen, a talking skateboarding cows… wow there are a lot of things that can talk here, huh? Well with just 100 CP you can bring one entity from this place on your adventures! You just have to convince them, which is both simultaneously hardly impossible but also impossibly hard. Like always, this can be taken multiple times.

Drawbacks:

-One Minute, Fifty Four Seconds | 0 TP, +100 TP Per Drawback Taken
Why that specific time? Well, that's how long the Mine Turtle song is, and how long you are going to stay here as well. But you might be wondering, why does this give points? Well, that's because every drawback is going to take the entirety of a decade's worth of trouble, and condense into the span of these two minutes and throw at you. And if you didn't pick up any drawbacks other than this, it will instead be an entire decade's worth of Mine Turtles.

-Watch Out! | +100 TP
Or the Mine Turtle will say 'Hello!' to you. When you take this, you gain a great curse: a distinct lack of common sense. You will press a button that is clearly attached to a Mine Turtle, and ignore the police's warnings and skate through an active minefield.

-Every Step You Take | +100 TP
At your feet, in your book, falling out of your closet, you will find that Mine Turtles are practically everywhere around you in every conceivable (and inconceivable) place. Thankfully the turtles themselves are pretty obvious, but please don't blindly walk at something.

-Drunk 'Science' | +200 TP
There's no way to put this, you are perpetually drunk. And not even the fun 'slight buzz', no, it's the 'wake up with no memories of last night' drunk. What's worse, this perpetual state of drunkenness will actively improve your intelligence, just like the Scientist's Capstone, but your wisdom will be shot straight to hell and nothing will be able to disable any part of this.

-Trapped On The Moon | +200 TP
Pretty simple, you are stuck on the moon. For some reason it has a breathable atmosphere, but aside from that there's nothing else. Well, aside from Desmond, the perpetually confused and forgetful bear, and The Moon itself, a really loud voyeur. There's nothing stopping you from leaving of course, but this might be more peaceful than Earth.

-WHAT?! | +200 TP
Normally you might have been able to understand this place, or at least have protection from its confusing properties. Now, you do not. Perhaps you should rename yourself Desmond, because you will have absolutely no idea what's going on anymore, and you will most likely be in a perpetual state of confusion.

-Wibbly-Wobbly Timey Wimey Paradoxes | +300 TP
So, fun fact, Mine Turtles have access to a Time Machine, and are actually the reason the dinosaurs went extinct. Now, as you can imagine, with loads of explosive turtles across space and time, you can bet your sweet bippy that the timeline is going to constantly change. Thankfully you won't be erased from existence and you will still have your memories, but everything is going to change at inconsistent moments.

-Quite Literally Anything Else | +300 TP
Now you until this point, I've just been assuming you are either human or a Mine Turtle. I guess I was wrong, because you are something completely different from either of them. A walking, talking potato/muffin/cake; the goddamn moon; aliens; a normal turtle; etc! And since you aren't what I thought you were, that means all perks and items from this Jump are inaccessible until you leave.

-The End Times | +300 TP
So remember how I said Mine Turtles killed the dinosaurs, rendering an entire species extinct(ish)? Well turns out they aren't done, they aren't going to stop until the entire world is destroyed, engulfed in fire. What's worse is that this isn't on purpose, it's just going to happen one day! I would recommend trying to stop this, and though you could hitch a ride with some aliens, somehow the Mine Turtles will appear wherever you go and cause the apocalypse all over again.

Scenario:

KILL PHIL
This certainly doesn't fit here, but I've put this off long enough. Yes, I know, I'm not your benefactor, but I asked nicely and they agreed. Anyways, I got a job for you.

Your mission, should you choose to accept it, is to completely fuck over Phil Spencer, Matt Booty, and everyone responsible for the recent devastating cuts at Microsoft. I'll send you to Earth for this, but you will only have a single year to get this done.

I don't care how you do it. Blow them up with a Mine Turtle, expose them for something, get them fired, buy out Microsoft from them, whatever. Just fuck them over, leave Microsoft in a better place, and undo their bullshit.

*Your reward? Well, you get an extra **500 CP** for your next Jump, to buy whatever you want from there. Oh, and if you bought out Microsoft? You can keep it and bring it on your journey, with it somehow able to do its business back on Earth despite the whole Timey Wimey bull crap your benefactor has going on.*

End:

Go Home
(You wish to go home? Well, just don't do anything crazy, alright? I had enough of that here.)

Stay
(...why?)

Or

Continue On
(Well, what other option is there? Now, once more unto the breach!)

Notes:

-Don't ask. Please.

-Dedicated to my dog, Danger, the bestest boy in the world. I miss you buddy.