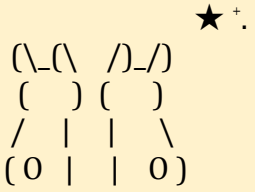
Tales of Rabbits Jumpchain



by Faucheusestar

Welcome to a world populated only by lagomorphs of all types and shapes, from the normal to the most extraordinary. This land is filled with tales and legends about its cute, long-eared creatures.

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



Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 100 CP to choose your Starting Location.*

1• Somewhere
You're somewhere where your favorite rabbit tale or legend takes place and you obtain one item linked free

2**• A Hat**
To your astonishment, you appear out of a hat, which you can take if you like. You can take **Magician hat [200 CP | Discounted for Drop in]** for free

3• Inside a burrow
You appear in this world inside a rabbit hole

• 4 The entry to a cave
A picturesque place that reminds you of something, you can take the **Strange rabbit** race for free if you choose to be the famous rabbit of Caerbannog or get a 200 CP reduction on the purchase of a perk linked to it.

• 5 **The Moon**
It's one small step for the rabbit and one giant leap for bunninity... Not really, you're not the first here, there are already plenty of moon rabbits out there. Maybe could you give them a hand and learn their pastry and medicine recipes?

• 6 **Free Pick.**
You are free to choose where you choose from the available options or maybe there's a place in a fairytale/a game/story or any media related to rabbit that particularly speaks to you. If that's the case, you'll appear there. What's more, at the end of the jump you can add it and all its contents to your warehouse.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]
Appearing from nowhere like a rabbit out of a hat, you wander this new world carrying old knowledge of another place but none of this one. Your powers are strange, being neither tales and myths nor Cryptids, you are more alien to this land than the moon rabbits themselves.



Tale's Rabbit [Free]
You are an inhabitant of this world full of legend and myth, and the magic of this place has endowed you with the ability to use the power of tales and stories.



Cryptid [Free]
You are an enigmatic creature linked to the mysterious cryptids and able to copy some of their strength. Perhaps you had some of their blood or perhaps your research into these rabbits, whose very existence has not been proven, has unlocked something for you.



Race

jumper isn't reduced to the lifespan of a normal rabbit

Rabbit [+200 CP]
You're a little rabbit. If you couldn't talk, it would be hard to tell you apart from a normal lagomorph. If you want to take a bigger lovely bouncing creature like Flemish Giant rabbit or something similar you can but you don't get the +200 CP



Anthropomorphic rabbit [free]
You may stand on your hind legs, you may look like a Mars hare or you may be an anthropomorphic bunny the size of an adult human... What is a human? Maybe it is a cryptid.



Bunny girl [free]
Whether you're a tiny bunny girl/boy the size of a small rabbit standing on her hind legs or a human-sized bunny girl this option is for you



Strange rabbit [200 CP]
You are a supernatural bunny can be a Al-Mi'raj, a Wolpertinger or other from another media and have its power and weakness, if the lovely bunny you choose has perk associated with him on this jumpdoc you can take them for free



Perks

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

General [Undiscounted]

Rabbit ear [Free]
You can hear even the slightest noise without it ever hurting your ears, you can deactivate or attenuate it, and you have a very good sense of danger.

Jump [100 CP]
You can jump to impossible heights and land safely.

Drop kick [400 CP]
Your legs aren't just good for jumping, all your kicking attacks are greatly amplified, and you can move very quickly and with great agility.

Fertility [600 CP]
You can control the fertility of things to a ridiculous level, whether or not they are sterile is not a problem for you. It's perhaps thanks to you that the Wolpertingers exist, because you could easily create impossible hybrids that would drive any scientist who saw them mad, and you could even reproduce objects or more ethereal things. What's more, you can increase crop yields to ridiculous levels.

Drop in

A magician never reveals his secrets [100 CP | Free for Drop in]
A magician never reveals his secrets, this line manages to convince most people that even the most impressive magic is a trick of mirrors and smoke making them applaud more than panic about the fact that magic is real.

Magician [100 CP | Free for Drop in]
You're a conjurer, you didn't have any real magic with this perk alone, but you know how to make trompe l'oeil and props to make people think you really have magic, and you've used them perfectly, already knowing several tricks, especially the one with the rabbit in the hat!

Gambler [200 CP | Discounted for Drop in]
You're good at cheating at card games, predicting which card will appear or the right number at roulette, heads or tails and all casino games are winning bets for you. As well as using cards as projectiles, you know all the card tricks so well that you'd think it was all supernatural.

Milk rabbit [200 CP | Discounted for Drop in]
You can make milk rabbits, which are strange creatures that are normally used to steal milk, but you could perhaps find another use for them, or maybe you could troll the neighbors and any farmers you don't like.

Taxidermist [400 CP | Discounted for Drop in]
You are very gifted in this art and can easily make jackalopes or Wolpertingers and decide whether to animate them or not, making them a pretty decoration as well as a traveling companion or even a guardian and spy at your service.

Poof disappeared! [400 CP | Discounted for Drop in]
Hares and other lagomorphs are good at disappearing, but you've reached a whole new level, using the natural camouflage and disappearance abilities of rabbits with your magical talents. You seem to disappear as if by magic, even if there's nothing supernatural about it, which makes you even more untraceable by magical means.

Rabbit hole [800 CP| Discounted for Drop in]
You can create burrows that lead to other dimensions or worlds that you've already visited, but be careful not to fall down or let someone else accidentally fall inside.



Tale’s Rabbit

Metamorphosis [100 CP | Free for Tale’s Rabbit]
Just like the rabbits in Celtic myths, you can transform into a human, here into a bunny girl or a rabbit. With practice, you could learn to transform into something else.



Totally trustworthy [100 CP | Free for Tale’s Rabbit]
But no, everything's normal, this mountain is called that because of the noise you hear... and the smell of grilled raccoon too! You're an innocent rabbit, you're totally trustworthy, or at least people will think so, and even the sharks will be foolish enough to line up to serve as your bridge.

"Rabbit rabbit rabbit" [200 CP | Discounted for Tale’s Rabbit]
You can bring yourself good luck by repeating the words "rabbits" or "white rabbits" aloud when you wake up on the first day of a month, to ensure good luck for the rest of the month.



Rabbit (zodiac) [200 CP | Discounted for Tale’s Rabbit]
You have the powers of the Chinese zodiac rabbit, including a mastery of the element wood in Wuxing magic, as well as a good understanding of this type of magic.



Easter Bunny [400 CP | Discounted for Tale’s Rabbit]
You're an Easter bunny! You're much stronger in the spring, especially on a day when you're famous for handing out eggs to nice children. Eggs that you can magically make appear, like so many other sweets. How do you know who's good and who's bad? That's part of your power - you can naturally distinguish the bad from the good according to your own criteria.

White hare [400 CP | Discounted for Tale’s Rabbit]
You have the same powers as a certain vengeful spirit in the shape of a white hare. Not only are you invisible to everyone except your target, but you also bring him bad luck and move faster than a galloping horse.



Moon rabbit [600 CP | Discounted for Tale’s Rabbit]
You're a moon bunny, you know how to create medicines including the famous elixir of long life and make incredibly delicious rice cakes, plus you know how to use a hammer for more than just mochi and have powers linked to the moon.

Aztecs rabbit [600 CP | Discounted for Tale’s Rabbit]
You're a very strange rabbit, to say the least. As well as possessing abilities linked to alcohol, you're able to absorb the light of a star, making it shine much less brightly, making you immune to the powers linked to light and greatly weakening them with your presence.

Shoots the Sun [600 CP | Discounted for Tale’s Rabbit] As long as you remain determined, as long as you continue to try and train, no adversary will be too great. Even a small rabbit under a blazing sun has managed to become strong enough to seriously hurt the sun with a bow and arrow, and you are no less capable.

Chang'e's Jade rabbit [600 CP | Discounted for Tale's Rabbit]
Maybe this goddess taught you, but as well as being a divinity of the moon, you are very pretty and possess archery skills derived from her husband's techniques, so you can touch the sun with an arrow.

cryptid

Cabbit [100 CP | Free for cryptid]
You're a bit of a cat, but what is a cat? Who knows, you'll have some of their abilities, like always landing on your feet or their talent for hunting, for example. If a benefit, object or anything else needs to be a cat to work, it will work for you if it suits you.



King Hare [100 CP | Free for cryptid]
You're not just a king-size version of your current form, but possess a majestic aura that allows you to reign over your species and mesmerise the people you hunt.



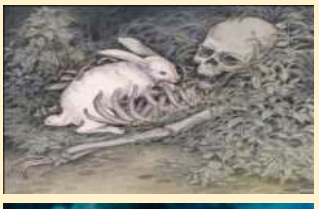
Jackalope [200 CP | Discounted for cryptid]
You're a rabbit with antlers, you're very dangerous and you're very good at pulling pranks, but your best feature is that you can imitate people's voices perfectly and you're a very good singer!



Al-Mi'raj [200 CP | Discounted for cryptid]
You have a long horn that turns you into a rabbit unicorn! What's more, you can generate an aura of terror that can scare away wild creatures and other annoying people.



Wolpertinger [400 CP | Discounted for cryptid]
In addition to being able to merge alt forms to become, for example, this lovely creature. You can choose to combine any number of features to create your own interpretation of the Wolpertinger



The Killer Rabbit of Caerbannog [600 CP | Discounted for cryptid]
Your teeth are as sharp as the legendary Vorpal, effortlessly cutting through any form of protection. Your speed is lightning fast, and combined with your agility, you are the scourge of knights for all time.



Baum Rabbit [600 CP | Discounted for cryptid]
You're a ghostly rabbit no gun can hope to do anything to you buckshot passes harmlessly through you and you reappear a few meters away taunting the idiots who tried.

Items

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

Drop in



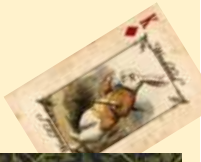
Rabbit's foot [100 CP | Free for Drop in]
This rabbit's left hind leg was obtained from a live rabbit then killed on the grave of a terrible criminal witch, on the night of a full moon on Friday the 13th when it rained... Yes, it brings you luck and protects you from disease.

Magician's outfit [100 CP | Free for Drop in]
A magician's outfit as well as that of his assistant, both are rabbit-themed of course, both don't get damaged or dirty and always fit perfectly.



Magician hat [200 CP | Discounted for Drop in]
You can pull rabbits out of the hat, but what type of rabbit would you say? Any type of rabbit you've ever encountered can be summoned. It disappears after an hour, but doesn't attack you and obeys your orders.

Casino [200 CP | Discounted for Drop in]
Your own rabbit-themed casino is also a showroom where magician rabbits and perhaps you yourself can perform.



Baum Rabbit card [400 CP | Discounted for Drop in]
This is a pack of cards made by the fairies, as you might expect from their origin, they are magical. The white rabbit card will bring out a little pure white rabbit that will cure the plague and other diseases with its simple presence, but the others are a mystery.



A pattern with the three hares symbol [400 CP | Discounted for Drop in]
Anyone who sees it is plunged into a visual trick that makes it harder to hit your opponent and move around. You can apply it to whatever you want in any style you like.

Cartoon construct briefcase [600 CP | Discounted for Drop in]
It's a funny case, it doesn't seem to have a bottom, so you can take lots of things out of it. What type of object? To be honest, it would be easier to count what you won't find in it but all ACME's products can be found there. Each one works thanks to cartoon physics.

Tale’s Rabbit

Moon sweet [100 CP | Free for Tale’s Rabbit]
This box contained an assortment of cakes and other pastries made by the moon bunnies. You get new ones every time you finish the contents of this pretty box decorated with rabbit and lunar motifs.



Carrot [100 CP | Free for Tale’s Rabbit]
A carrot is never finished while you're eating it, and unlike the real thing, it's good for rabbits' health.



Easter basket [200 CP | Free for Tale’s Rabbit]
These magic baskets have a unique property, to say the least: when you catch one and want to take part in the egg hunt, a cute little rabbit appears in front of you and asks you to turn around if you do. Lots of chocolate and Easter-related items are now hidden in the zone, so all you have to do is play the game of who finds the most with your friends!



Garden [200 CP | Discounted for Tale’s Rabbit]
Filled with delicious vegetables of all kinds and protected from rabbits that don't listen to their mothers, this kitchen garden is ideal for growing all the radishes and other lettuce you could wish for.



Tea party [400 CP | Discounted for Tale’s Rabbit]
This large table contains everything you need for a good tea party from teapots that can be filled endlessly with your favorite tea to scones and all the accompaniments you want to reappear after you've finished them.



Centzon Tōtōchtin [400 CP | Discounted for Tale’s Rabbit]
You can go partying every night with these four hundred rabbits, who are gods of drunkenness, so you might as well say that their party is incredible!



The Moon [600 CP | Discounted for Tale’s Rabbit]
Yes, there are rabbits on the moon, and now you can find out for sure, because now you're in possession of the moon, and you'll have lots of rabbits under your command, free to do all sorts of things like make pastries and medicines.



cryptid

Magic tool box [100 CP | Free for cryptid]
A collection of strange tools each resemble their normal counterparts but can be used to process the most mysterious ingredients to give them the shape you desire with ease, each tool you need reappearing as for example molds to cast the teeth of a terrifying creature into a sword or whatever shape you find appropriate.

A good hunter's kit [100 CP | Free for cryptid]
This cryptid hunting kit contains everything you need for your search, from traps to cameras and motion detection cameras.

Al-Mi'raj's Horne [200 CP | Discounted for cryptid]
Every week, you will receive an Al-Mi'raj horn, which can be ground to create powerful medicines or used like a unicorn horn to purify water and poison. It is also very sharp, so it can be used to make weapons.

Wolpertinger's woolen balls [200 CP | Discounted for cryptid]
You will receive a crate of wolpertinger angora wool balls every week, as well as being supernaturally fluffy, this wool contains the mystery of blending things together, making it highly effective at binding two materials or things (including powers and objects) that have nothing to do with each other, making them perfectly fused.

Baum Rabbit's fur [400 CP | Discounted for cryptid]
The fur of a ghostly rabbit haunting a certain church, seems barely material but retains the properties of the rabbit from which it came, creating powerful protection against firearms and can create objects with ghostly qualities. You can find one in any cemetery or church you haven't yet visited.

Caerbannog beast's fang [400 CP | Discounted for cryptid]
This little box contains two Caerbannog beast teeth, which can cut through any material, but depending on what you want to create with them, you'll need a lot of them. Which is fine, because you'll find another box in front of every cave you haven't yet explored, and sometimes a golden sphere topped with a cross.

The vorpal [600 CP | Discounted for cryptid]
The legendary vorpal sword or at least a replica designed with killer rabbit teeth, this sword will go through anything like a rabbit through a tasty carrot.

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

Scenarios

Scenario one [Gotta Catch 'Em All]

Jakalope, Al-Mi'raj, Wolpertinger, Baum's Rabbit, Killer Rabbit ♪ You've gotta catch them all, the Cryptids! Even in places populated by lagomorphs and mysteries, cryptids are rare. They live in such remote places that some rabbits doubt their existence, and some even have the audacity to think that they are not local wildlife but tourist traps made by taxidermists! Of course, this isn't true after all it would mean that a serial killer rabbit would use corpses to create this sort of thing...

Reward

You've proved that cryptids exist!

• Firstly, you gain the ability to make animals that are considered cryptids in your other jumps real, albeit a little rare, as well as a zoo/museum where you can store them. There’s even a nice souvenir shop filled with criptide products and lots of plushy which is repeated every week.

• You'll also get 800 points to spend on Origin cryptid

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]
you can use this Jumpdoc as a supplement

The r-word [+100 CP]
Don't say the r-word... You mean rabbit? No! Don't say that cursed word, you'll bring us bad luck. Instead, use long-eared animals or any other word that evokes this creature of misfortune... You're a rabbit and there are rabbits out there that's enough to sink any boat, so don't add any more!

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

I'm late [+200 CP]
You're always late. Let's hope you don't get your head chopped off!

The Tortoise and the Hare [+200 CP]
You had far too much confidence in yourself and underestimated everyone else

Mad as a March hare [+200 CP]
You're acting in an incredibly odd way, you could say you're a bit of a weirdo, but in any case you're not going unnoticed.

the sun's vangeance[+200 CP]
Jumper has you by any chance shoot the sun because it is very angry with you everywhere you go there will be a few degrees more than him, which will make any place more uncomfortable.

Peter Rabbit [+400 CP]
Jumper, don't do it, it's dangerous! A few minutes later you're doing it, you can't stop yourself if you're warned about something, you have to do it!

Partial Lockdown [+400 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

Knights of the round [+600]
Perhaps you had been mistaken for the terrible beast guarding a certain cave, but here you are, being pursued by a lagomorph version of the Knights of the Round Table, of course they have their legendary equipment from Arthurian legend.

Rabbit plagues [+400 CP]
The hour is grave comrade lagomorphe, Australia is currently invaded by Rabbit that will destroy the environment if we do nothing. You must find a solution, be it military or diplomatic is up to you to see. if you choose to fight them for a bonus of 200 CP the The Killer Rabbit of Caerbannog comes to help them

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

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.