Jumpchain Compliant – V 2.1 – 3/10/17



Thundercats [2011]
JumpChain CYOA

Welcome to Third Earth a strange and dangerous planet inhabited by countless different species and home to many dark & deadly secrets. The cat-like Thunderians rule over many of the planet's other animal-like inhabitants while selfishly keeping much of the world's resources and fertile land for their own kingdom. Though a combination of magical knowledge, military power, economic prosperity, and access to strategic resources, the cats have become the greatest power in all the known world, something that they're keen to make sure the other species remember. However, unbeknownst to the rulers of Thundera, another species has finally gained the means to challenge their feline masters and very soon they, along with an ancient evil long thought defeated, will strike a devastating blow to the very heart of the Thunderian empire. You will arrive one year before the city of Thundera is destroyed and Mumm-Ra nearly wipes out all the cats, causing the young king Lion-O to begin his quest to defeat the evil sorcerer.

You have **1000cp** to spend on the options below. Good luck.

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Age & Gender

Either roll **1d8+12** or **1d8+16** for age and keep your current gender, or pay 50cp to pick both. Your age must remain within the roll range.

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Species

Third Earth is home to a menagerie of strange and incredible inhabitants, most of them being humanoid animal people, but since the cats are the main focus of this world's story, and the ones with greatest known variety of skillsets and backgrounds, it seems most fitting that you should be reborn as one. However if you don't like the idea of being a feline you can instead take the form of something more human at the cost of not receiving any new memories from this world.

- **Feline [Free]:** The various cat-like races that make up the Thunderian people. Felines possess fur covered bodies, long pointed ears, fangs, and claws. Cats can also be born with tails but they're seen as a genetic defect so tailed cats are typically treated with disdain. The exact appearance of your features will depend on the feline you choose for you race, however you cannot become a lion since they only belong to the royal bloodline of this world.
- **Humanoid [Free] (Drop-In Only):** Beastmen aren't the only inhabitants of this world, whether by choice or by circumstance at least a handful of weird near-human beings also call Third Earth home. Your exact appearance is up to your imagination, you could be a monstrous creature like Mumm-Ra, a friendly looking being with bright colored skin and big eyes, or something almost completely indistinguishable from a normal human.

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Background

If you're a feline you have the option of gaining a new life and a new set of memories from this world that can help you adjust to living here more quickly. Certain backgrounds offer free perks and items.

- **Drop-In [Free]:** You arrive in this world with no memories or history. You'll wake up somewhere secluded surrounded by any items you may have purchased. While it may be useful to not have anyone know who you are you'll also be without any extra allies or spare resources.
- **Alley Cat [Free]:** You're one of the many poor cats resigned to living in the slums or wandering as a vagrant. Whether it's because you're a criminal or you're just down on your luck you've been forced to do some less than reputable things to survive and you currently don't have very many possessions nor any comfortable place to call home.

- **Warrior [100cp]:** The brave men and women who protect Thundera and help expand its borders. Individuals of every background and race are allowed into the military, even young kittens seeking to become warriors are accepted as trainee guards. The life of a warrior is dangerous but if you perform well you may one day become a powerful general and a hero to the entire kingdom.
- **Cleric [100cp]:** The mystical and mysterious clerics are highly trained warriors with magical abilities who serve as the royal guard and act as the keepers of arcane knowledge and secrets. Only the best of the best are allowed to become clerics, members must be strong in both body and mind, and they have to devote absolute loyalty to the Thunderian empire.

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Starting Location

Much like it's inhabitants many of the locations on Third Earth are strange and diverse. Roll **1d6 or pay 50cp** to determine where you arrive in this world. If you're a feline you can pick Thundera as you starting location or free.

1. **Thundera:** The capital city of the Thunderian kingdom and the home of it's royal family. Thundera is one of the most advanced, prosperous, and well protected places on the planet, however while it may seem like a nice, safe, and peaceful place to live at first glance a closer look will reveal the rampant discrimination many Thunderians show towards both those of other species and the less fortunate members of their own kind that happen to make their way here.
2. **Village of Swordsmen:** A small town that sees people of all different species passing through. It's notable because it attracts a large amount of swordsmen all looking to prove their strength and skill. Be careful if you decide to accept a duel while you're here, some warriors are far less honorable than others.
3. **Elephant Village:** This mountaintop settlement is home to a highly spiritual, and highly forgetful, race of elephant-like individuals. They're very kind towards visitors so long as they aren't hostile, but even if you show up with cruel intentions it may take them a bit of meditation before they decide to fight.
4. **Berbils Village:** A somewhat strange village with highly advanced cybernetic technology inhabited by robotic bears. The Berbils are a kind and helpful people, but also very timid.
5. **City of Dogs:** The home of the canine people. It is a large stone settlement built in the center of a harsh desert. Aside from the bars and market bazaars the only thing here of note is the massive gladiatorial arena known as the Pit. The canines are similar the cats, some of them are honorable, others less so.

6. **Forest of Magi-Oar:** An enchanted forest filled with magical trees and strange creatures. Some people regard this place as a holy site because of the significant amount of spiritual energy found here, but that hasn't stopped a few individuals from using the trees here to create magical paper. Before you think about ruining any of the forest's natural beauty, know that it is protected by an ancient and powerful creature that will quickly attack anyone who threatens this place.

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Skills, Powers, and Abilities

Perks that can give you a better chance at surviving here. Some are free for certain origins and others offer a 50% discount.

Misc.

- **Thundercat [Free for Feline]:** While you may not be a member of this legendary group of heroes you can still perform some of the feats they show off on a regular basis. Your new body has granted you strength and speed slightly above that of a well trained human, as well as the reflexes, sense of smell, and agility of a predatory cat.
- **Alien [Free for Humanoid]:** Just like the ancient Sorcerer Mumm-Ra you've traveled the space beyond this world so it should make sense that you've become stronger from it. While you do not possess the enhanced speed and agility of the felines you are much tougher and stronger than them.
- **Lockpicking [50cp] (Free for Alley Cat):** With just a metal pick and a bit of patience you're able to open practically any conventional lock you come across. These skills won't help you crack electronic or magic locks, and more complex mechanical locks may take you some time to figure out.
- **Stealth [100cp] (Discount: Alley Cat):** You've become very skilled at thievery and avoiding trouble. You know how to move quietly and quickly enough to steal small items from shops and snatch things off people without their notice. These skills also help you sneak around enemies to avoid combat.
- **Weapon Mastery [100cp] (Free for Warrior and Cleric):** You possess skill and training in the use swords, bows, staves and spears. Right now you combat capabilities are on par with a standard soldier but you have the potential to quickly increase you skills.

- **Martial Arts [100cp] (Discount: Cleric):** You're capable of fighting while unarmed and you know how to use your speed and strength to your advantage. You can handle yourself in a one-on-one fight, launch surprise attacks that'll knock out weaker foes, and quickly take down an opponent armed with a melee weapon before they have a chance to hit you. With training you can increase your skills and lean how to take on multiple opponents at once.
- **Acrobatics [100cp] (Discount: Cleric):** While all cats are naturally agile not everyone knows how to use their agility. You however have done enough training and practice to be able to gracefully flip, turn, and twist your way through crowds and dangerous obstacles. You could easily scale large structures and get through corridors full of deathtraps. When combined with martial arts or weapons training these skills can allow you to easily dominate small groups of opponents in combat.

Drop-In
All perks are discounted by 50%.

- **Alchemy [100cp]:** You can use natural and magical ingredients to create potions that can have a variety of effects. Many of them will be medicinal in nature, such as healing potions or sleep aids, but you could also create some with unique effects, such as love potions. Be careful about what you create however as some of your potions could have unwanted side effects.
- **Engineering [200cp]:** You understand how to create and repair technological devices, weapons and vehicles. You can keep energy weapons in working order, integrate alien technology into vehicles, and even repair an aircraft that's been broken for centuries. You'll also be able to figure out how to replicate simple technological devices after studying them for a while.
- **Paper Magic [400cp]:** An obscure form of magic that, aside from allowing the user to control paper, can be used to create monsters, weapons, appendages and constructs out of paper, bring drawings to life as holographic projections, and trap or destroy nature spirits. The user can also apply numerous elemental affects to the objects they create, such as adding flames to paper swords or explosive charges to paper missiles. Unfortunately this magic requires paper with magical properties, and the paper you use is still very easily destroyed.
- **Magitech [600cp]:** The combination of magic and technology. Magitech creations are rare and difficult to make but they're also extremely powerful and could easily function after being abandoned for hundreds of years. Some are even capable of trapping and containing souls.

Alley Cat
All perks are discounted by 50%.

- **Fluffy Tail [100cp]:** For Thunderians, tails seen as genetic defects with no real value and people born with them are usually the targets of discrimination. For you however, having a tail enhances your sense balance and slightly improves your agility. It will also make you look irresistibly cute. It addition to granting you a useful tail for your Thunderian from, this perk will also grant a minor beneficial mutation to any other applicable alt. forms you have.
  The enhanced balance and agility this perk grants will carry over to any other tailed form you possess.
- **Silver Tongue [200cp]:** You can quickly figure out what to say whenever you need to distract or persuade someone, and you're also able to lie without ever showing your true intentions. You could convince a total stranger to trust you, draw someones attention while your partner pick-pockets them, or convince some that you're ignorant to their plan when you actually know every thing about it.
- **Harmonious Music [400cp]:** You're a skilled musician capable of playing songs that can put people to sleep or lure them into a trance, allowing you to move and act unnoticed for short periods of time or for as long as you keep playing. Currently your talents only extend to a single wind instrument but you can learn how to replicate your calming tunes on other instruments after you've learned how to play them.
- **Luck [600cp]:** This is probably as close as you're ever gonna get to plot armor. You have supernaturally good luck when it comes to life threatening situations, enemies will often retreat or get killed when they're about to attack you by surprise, allies will come to your rescue more often, and fate will conspire to keep you alive during conflicts and disasters.

Warrior
"Supernatural Strength" is free, all other perks are discounted by 50%.

- **Supernatural Strength [100cp]:** You're strong enough to lift and toss rocks used in small catapults, swing weapons nearly as heavy as you are, and hit people weaker than you so hard they're thrown a few feet in the air. While you can train to improve your strength somewhat you're already pretty much at the peak of what a Thunderian can do without supernatural or technological assistance. Purchasing this perk as a Humanoid/Alien will make you twice as strong as a Feline with this ability.
- **Smithing [200cp]:** The ancient art of working with metal to forge weapons and armor. You know how to make beautiful equipment that can survive countless battles and you could even forge a legendary weapon if you dedicated enough time to it, although it'd probably take at least several years to complete.
- **Tactical Knowledge [400cp]:** You know how to analyze combat situations and come up with a suitable plan of attack. You can figure out which resource is appropriate for the situation, who to send in to complete a specific task, and what your own skills & abilities would be best suited for.
- **Willow [600cp]:** You've learned to emulate the lose and flexible nature of a willow plant, giving you the ability to control your emotions during combat and see the flaws in an opponents attack pattern. From now on you'll be able to evade faster, deliver stronger counter-attacks, and quickly take control of the momentum of duels and other personal battles.

Cleric
"Supernatural Speed" is free, all other perks are discounted by 50%.

- **Supernatural Speed [100cp]:** You're able to run as fast as the wind, and move so quickly that your enemies will only see a blur. Your perception and reflexes have also been enhanced, allowing your mind to keep up with your body. Right now you can only use your speed to cover a few meters before exhausting yourself but with enough training you'll be able to cover vast distances at incredible speeds while hardly tiring.
- **Ancient Knowledge [200cp]:** You have a depth of knowledge relating to ancient secrets and arcane facts. You can provide people with information about a lost vault containing an important artifact, or give detailed information on a story about a major threat from the past. All this information will be true to some degree even if it's commonly regarded as myth.

- **Wisdom [400cp]:** Often times the most important thing someone needs when they're conflicted or distressed are a few words of wisdom or advice, something you're more than capable of providing. From now on you'll always know the perfect thing to say whenever you need to improve someone's moral or help them resolve their issues.
- **Mysticism [600cp]:** You're able to harness this worlds magic for your own use. You can fire blasts of energy and electricity, enchant objects with magical properties, increase your physical capabilities, place curses, hexes, and wards on objects and locations to prevent specific groups or individuals from obtaining them, and sense ambient sources of magic and spiritual energy. Currently your magic is somewhat weak but you can improve the strength and range of your abilities with training to become the equal of Jaga, Thundera's eldest cleric, or the ancient sorcerer Mumm-Ra.

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Items and Equipment

Things that you may find useful in your adventures. Anything purchased here will reappear in your warehouse a week after it's lost, consumed, or destroyed. Ammo, fuel and other components will automatically appear for anything that needs it in future jumps. Discounts are 50%.

- **Old Cloak [Free All]:** A dull looking piece of clothing that will perfectly conceal your features and help you go unnoticed in large crowds.
- **Currency [50cp]:** Each purchase of this item will get you a small bag of gold coins. The economy is somewhat weird here so this money could either last you a while or get used up with a single purchase depending on where you shop at.
- **Candyfruit [50cp]:** A constantly replenishing supply of sweet and juicy fruit loaded with caffeine and sugar. Causes extreme hyperactivity in children and young adults.
- **Traveling Gear [50cp]:** Medical supplies and camping equipment designed for long journeys in rough terrain. This stuff can be helpful for if you plan to explore this world or go on some grand adventure.
- **Energy Pistol [50cp] (Free: Drop-In):** A weak direct energy weapon used by the lizards. This gun may be small, but it packs a major punch and it's battery is nearly in exhaustible.
- **Combat Gear [100cp] (Free: Cleric & Warrior):** Some weapons and equipment that will help keep you alive during combat. Warriors receive a sword and a set of heavy armor, Clerics get a collapsible magic staff and a set of light armor, and Alley Cats are gifted with a small dagger and set of inconspicuous clothing. Drop-Ins can select any of the equipment listed.

- **Energy Rifle [100cp] (Discount: Warrior):** The stronger version of the two direct energy weapons used by the lizards. This gun can fire blots of energy semi-automatically, and it comes with a scope that can magnify targets several dozen yards away.
- **Explosives [100cp] (Discount: Warrior):** A dozen of the same mines and grenades used by Mumm-Ra's lizard army. These weapons are extremely powerful, a single mine could blow a hole in an armored mech at it's highest setting.
- **Hoverboard [100cp] (Discount: Alley Cat):** A small fast & high-tech personal vehicle that can carry you over land and float above water. While this thing is great for short distances and avoiding enemies, it'll quickly tire you out if used for long trips, and the board has no offense or defense capabilities whatsoever.
- **Whip [100cp] (Discount: Alley Cat):** This weapon is great for tying up and knocking opponents and it can even shock captured enemies with a powerful electric pulse. This whip is also extremely durable, and could easily support the weight of an adult feline.
- **Capture Gun [100cp] (Discount: Drop-In):** A large shoulder-fired crankgun that shoots sticky goo capable of trapping almost any opponent. The goo will dissolve when it's exposed to water, but aside from that it's virtually immune to all forms of damage. This weapon comes with a supply of 12 ammo canisters, which will replenish 1 day after they're all used up.
- **Magic Paper [100cp] (Discount: Drop-In):** A wooden crate about the size of an average adult filled with enchanted paper made from wood found in the Forest of Magi-Oar. This magical paper is perfect for use with paper magic, but otherwise it's only really useful for writing on.
- **Stealth Field [200cp] (Discount: Warrior):** This device can integrated into a single weapon or piece of armor you own and with a single word or motion it will project an invisibility field around it's current user, rendering him or her completely undetectable both visually and audibly. Note however that certain kinds of magic are still capable of detecting the user.
- **Forever Bag [200cp] (Discount: Alley Cat):** Well, kinda. While it doesn't go on forever this regular looking bag contains a pocket dimension the size of a walk-in vault. I can store anything that your Warehouse normally could and you can enter and exit the bag by saying a magic word.
- **Magi-Oar Wood Staff [200cp] (Discount: Cleric):** A powerful staff that feels alive with magical energy. It can be commanded to shoot wooden darts and grow long powerful tentacle roots that can lift and throw enemies.

- **Siege Tank [400cp] (Discount: Warrior):** A heavily armed and armored vehicle powered by thundrillium. Despite its size and weight, and it's actually extremely fast. The siege tank is capable of carrying about 6 people comfortably, and it comes equipped with two motorcycles that can be launched from the front as scouting vehicles. The weapons include an energy cannon, retractable rocket claws, and a bank of 20 seeker missiles.
- **Mystic Library [400cp] (Discount: Cleric):** These ancient tomes contain a wealth of magical knowledge from sources both good and evil. Studying these spells and rituals will not only improve the abilities of those already skilled in magic, but also allow anyone without mystical powers of their own to slowly learn the magic.

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Companions

- **Old Friends [Free/50-400cp]:** You can make up to eight of your current companions inhabitants of this world, granting them a Drop-In, Alley Cat, or Warrior background as well as a feline or humanoid body for free. If you spend any amount from 50cp – 400cp on this option you can grant each imported companion double the amount of cp you spent, (Ex. Spend 200cp your companions will receive 400cp each.) so that they may purchase perks, items, or the Cleric background. Companions cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks and discounts given by their backgrounds if you spend cp on imports, otherwise they will only benefit from their new memories and a new form.
- **New Friends [50-400cp]:** Each individual purchase of this perk will grant you a single a new custom companion from this world. Newly purchased companions may select a feline or humanoid body for free as well as a Drop-In, Alley Cat, or Warrior background. Additionally each individual companion gains double the amount of cp spent on them and just like imported companions they cannot select drawback or purchase any companions options or their own. This option also allows you to spend 200cp for the chance to take single existing individual from this world with you on your adventures. Only characters that have appeared on the show in-person can become companions. In order to make someone your companion you must convince them to come with you willingly.

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Drawbacks

You can select up to +600cp worth of drawbacks from the options below.

- **Misinterpreted Signals [+100cp]:** At some point during your time here you'll accidentally attract the romantic attention of someone you're not interested in. This will happen no matter what you do, even if you lock yourself away in an abandoned underground prison, some wizard with scrying magic will find you, decide they like the way you're sitting, and then go on an expedition to find you and confess their love. Once your admirer discovers your true feelings, they'll start to undermine all your future goals.
- **"Whiskers." [+100cp]:** You have a bad habit of getting yourself into trouble on a daily basis. Whether you say the wrong thing or just look at somebody funny, you can expect to get into fights and other dangerous situations much more often.
- **Rival [+200cp]:** Someone you knew and trusted betrayed you, left you for dead, and joined up with a major enemy faction. This has left you with both a both a dangerous new foe, and major grudge against your former "friend." You'll find yourself driven to extreme lengths to defeat this individual, such as sacrificing your own arms to achieve victory, and your foe will go just as far to kill you.
- **Mad Cat [+200cp]:** You're impulsive and have difficulty controlling your emotions. You'll lash out at any idea or comment you disagree with, and your aggressive behavior is sure to annoy anyone you work with.
- **Guardian of the crown [+300cp]:** You're fervently loyal to the Thunderian kingdom and the royal family, which means that you'll do your duties without question and gladly lay down your life to protect Thundera. You'll also be bound to follow Lion-O if he becomes king and you'll obey his every order no matter how stupid it is. Even If you do not have any duties or responsibilities related to the kingdom or it's nobility, you'll still fervently attempt to ensure the prosperity of Thundera and follow the laws of the kingdom.
- **Forgetful [+300cp]:** Just like the elephants of this world, you have a REALLY bad memory. You'll neglect to mention critical information when giving instructions, forget why you shouldn't press that big red button, and possibly even lose track of what you were talking about just a few seconds ago.

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Outro

After surviving here for ten years you'll be given an option on what to do next.
No matter what you pick, all your complications will be removed and your memories from here will be archived in your mind for easy access.

- **Go Home:** You decide to return to earth. You get to keep everything you've purchased here, including your companions, and you gain the ability to freely switch between your human and Thunderian forms.
- **Stay Here:** Maybe Third Earth ain't so bad after all. You decide to remain here for the rest of your life, and the people back on Earth believe you to be dead.
- **Move-On:** If you're looking for more adventure, then you may choose to leave this place and go on to a different universe. In addition to getting to keep all your powers, abilities, items and companions, you also gain the ability to freely switch between your human and Thunderian forms. There's no telling where you'll end up next but you may be able to return here someday.

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Notes

1. You may possess a tail as a feline with the Fluffy Tail perk but it will only be cosmetic. Also It's possible for individuals born with this mutation to advance their social standing but they're forced to cut off their tail once they obtain a high ranking position. (Military officer, Cleric, etc.)
2. If you picked Rival and have the Drop-In origin, your foe will become a psychopath who wants to kill you simply because he thinks you'll be a challenging opponent. You will also still have an irresistible desire to defeat them despite not having any new memories.
3. You will not be able to fall in love with the admirer from Misinterpreted Signals. The drawback makes it so that they're someone you could NEVER be interested in.
4. Since the show was canceled after it's first season and never got a conclusion you're free the fanwank whatever events you want to occur after episode 26 so long as they make sense. You can even decide to continue the story into a fan-fic someone wrote.
5. Post-jump you will no longer need magical paper to use Paper Magic.

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Changelog

>Drastically improved the grammar and formatting.

>Slightly changed the intro.

>Added a few new section descriptions.

>Added an additional/optional 1d8+16 age roll.

>Overhauled the species options.

>Each species now has a perk that details their strengths and weaknesses. Felines no longer have vague superhuman abilities and humans are now be humanoids with enhanced strength and durability.

>Warrior is now 100cp.

>Slightly changed the description for Alley Cat.

>Added locations.

>Added a Lockpicking perk that's free for Ally Cat.

>Added a Stealth perk that's discounted for Ally Cat.

>Weapon Mastery has been slightly changed.

>Clerics no longer get Martial Arts for free, instead it's discounted.

>Added an Acrobatics perk that's discounted for Cleric.

>Overhauled the perk section.

>Slightly changed the Fluffy Tail perk.

>Slightly changed the Harmonious Music perk.

>Warrior now gets the new perk 100cp perk Supernatural Strength for free.

>Slightly changed the description for Willow.

>Supernatural Speed is now 100cp and starts less powerful than before but can be improved with training.

>Added Wisdom as the new 400cp Cleric perk.

>Slightly changed Mysticism.

>Expanded on what happens to purchased items.

>Added the new Traveling Gear item.

>Energy Pistol is now free for Drop-In instead of Warrior.

>Capture Gun is now discounted for Drop-In.

>Added a new item, Magic Paper, that's discounted for Drop-In.

>Slightly changed Stealth Field.

>Slightly changed Forever Bag.

>Added a new item, Magi-Oar Wood Staff, that's discounted for Cleric.

>Added a new item, Mystic Library, that's discounted for Cleric.

>Added a companion section.

>Updated the old companion import.

>Added a companion creation and canon character purchase option.

>Updated the notes section.

>Added a starting location purchase.