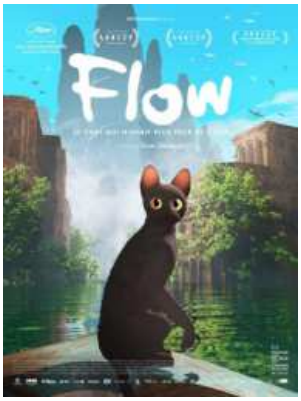
Flow Jump

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In a world where humanity mysteriously vanished, a cat lives alone in its home, until a flood forces it to leave and make unlikely allies who end up becoming its friends. You are going to spend a decade in this world. Take these 1000 Flow Points (FP). You start out somewhere near the cat's house.

Species(Free/100 FP/ 200 FP): You're an animal. Pick a cat or dog or any other land bound animal for free. Birds cost 100 FP. Taking fish as your species would be downright cheating but you'd be a small fish. Pay 100 FP to be a shark or dolphin. You can be a whale for 200 FP but you should be careful because the flood recedes in a few days and you'd be fish out of water.

Perks:

There are no origins, you get two discounts per each price tier except the 600 FP perk. You get one discount for the 600 FP perk tier.

Animal speak (Free/200 FP): For the duration of this jump, you can understand and speak with other animals as you yourself are an animal. You can pay 200 FP to take this perk for usage in future settings.

Hidey holes (100 FP): You keep finding abandoned places you can hide in frequently. These places are easily overlooked by those searching for you unless they're really persistent.

Take the plunge (100 FP): You know when you absolutely need to do something and have the willpower to do it.

Resourceful (100 FP): You're really good at gathering food and supplies from whatever is available on hand and know what kind of things can be used for food.

Quick thinker (100 FP): You can think on your feet really fast and accurately. You can figure out ways to do things with the things on your hand and around you in a quarter of the time it usually takes you.

Danger sense (200 FP): Whenever there's a natural or man-made disaster going to happen within a five mile radius around you, you'd find out about it a dozen minutes to an hour before it happens. This perk doesn't give you any ideas on how to avert it though.

A huge one ain't ya (200 FP): You're a bigger and better specimen of your race. You could be considered the peak of your kind in physical abilities (in this setting and future settings).

Fire forged friendship (200 FP): You can make friendships that last a lifetime and beyond as long as you survive problems together. As long as you are loyal to your friends, they'd be loyal to you too.

Smart cat (400 FP): You're smarter than the average animal, better than a human maybe. In future jumps you'd probably be one of the smartest people of your race.

Quick learner (400 FP): You learn things four times as fast as before. When you really need to learn something to survive, you learn ten times faster.

Saved by the boat (400 FP): Just like the cat, whenever you're really in need, someone or something appears to save you once every month.

Need help? (400 FP): A sense for helping those in need within a half mile radius. Those who you save would be really grateful to you and help you when you're in trouble in the future and also give you things like discounts on items, free food, etc; Go get your hero’s reward.

He died for our sins (600 FP): Like the Bird Jesus you can stave off an apocalypse (disasters, world ending catastrophes, etc) by sacrificing yourself and ascending to a higher plane. You can't exit the plane (the plane is pretty comfortable to you and you don't get bored while you're in there) and can only act via talking in your companions’ or most loyal followers’ dreams. Depending on how big the apocalypse is, you need to stay anywhere between a few decades to centuries in the plane, at which point you can decide to move on to the next jump or return home. If it's a minor disaster, like the flood shown in this movie, you can leave when your jump normally ends or in 5 years whichever comes earlier.

Everything happens for a reason (600 FP): Just like how the Lemur’s lost Glass float saved the life of the cat, any opportunities or items you lose end up turning up when you need them the most.

Items:

There are no discounts on items, but you get one item for free.

Food (100 FP): Always enough for you and a dozen of your friends. Just wish for whatever food you want and it'll appear. You can only wish for food thrice a day.

House (100 FP): An abandoned house filled with wooden statues of the same species as your animal form.

Boat (100 FP): A boat, extremely resistant to damage via natural means. It gets repaired overnight if damaged.

Companions:

The Pack (Free/100 FP): Insert or create upto 4 companions for free or 8 companions for 100 FP.They get 600 FP to spend. They can't take any drawbacks.

If you have more than 8 companions, you can insert them all but they don't gain any FP but can take the free tier of the species option.

Silent protector (100 FP): A follower who does their best to protect you each jump. They're quite high in the setting’s totem pole (power, authority, etc) but they have a habit of ending up dying to protect you but you can resurrect them if you have the means to do so. You get a new protector each jump.

Drawbacks:

Early exit (+0 FP): Leave right after the movie ends. Incompatible with all drawbacks except for those marked with an E and even those give you half points except for the lockout drawback which gives full points.

Extended stay (+100 FP): Extend stay by five years. Gives points for the first two times. If you're stuck in your animal form, you won't die of old age.

Stuck in your animal form (+200 FP): For the duration of this jump, you can't shift to other alt-forms.

Animalistic knowledge (+200 FP): You're as smart as the species you picked up in this jump.This also gives you the animal's urges.

That was mine (+200 FP): Your friends have a habit of playing with your belongings and damaging or losing them.

Broken winged Crane (+200 FP) E: Like the bird, one part of your body is broken or damaged enough to make it useless. This can be picked a maximum of six times (arms, legs, eyes).

Lockout (+200 FP) E: You don't have access to your powers or items (warehouse) or companions. This can be picked a maximum of three times.

With friends like these (+300 FP) E: Your friends have a habit of getting into fights with each other, making a mess of things and causing trouble. It always happens in an inopportune time.

Assholes in need (+300 FP) E: Anyone you save or provide help to turn out to be ungrateful bastards who'd gladly backstab you.

Bullies (+300 FP): Other animals troll the heck out of you. Keeping cucumbers near you if you're a cat, messing with you, etc;

Hunter (+300 FP) E: Something's out to get you. Depending on your origin, it may be a bird or something else. If you're a whale, you got targeted by three or four fellow whales.

Continuous disasters (+400 FP):
You keep getting caught up in one disaster after another, floods, earthquakes, etc;

Notes:

Nothing much to add here. Watched the film, made the jump. I recommend watching it. It was cute.

He died for our sins: You're basically a stop button for disasters. Sacrifice yourself and you prevent any kind of thing that causes widespread loss of life. Floods, alien attacks, zombie virus, etc; I didn't want to devolve the perk into a huge description but your death and stay in heaven (higher plane) is a payment for stopping the apocalypse. Minor disaster like the flood means a few years in heaven and you move to your next jump. Stopping something like the Black Crusade or Horus Heresy means you stay in the plane for centuries and then move to your next jump.

https://en.wikipedia.org/wiki/Flow_(2024_film)

So, after your stay here, you have three choices.

Stay here in this world without humans.

Move on to your next jump

Or return home because you were nostalgic.