

Years ago, in the Hidingwar, a vast horde of Scorpions waged war on the Amphibilands, hoping to kill off the native Frogs and steal their lush fertile lands and plentiful water. The Frogs' elite warriors, the Kulipari, held them off long enough for King Sergu of the Turtles to weave the Veil that hides the Amphibilands from all outsiders. The Kulipari fell one by one, their powerful poison spent, but their people safe.

Now, the few survivors are old and frail, a new generation is coming up, and the Amphibilands are once more in danger. Lord Marmoo gathers a Scorpion horde in the Outback, and has made alliance with Jarrah, Queen of the Spiders and former student of King Sergu before corrupting his teachings. Jarrah will do her best to unmake the Veil, exposing the Amphibilands for conquest, and Marmoo will provide a threat to lure King Sergu out, that Jarrah might have her vengeance upon him.

Meanwhile, a young Tree Frog, Darrel, dreams of being a great warrior like his dead father, the leader of the Kulipari. But alas, he alone of his siblings was born without a Kulipari's poison.

Will you save the Amphibilands? Conquer or destroy them? The choice is yours, as are these **one thousand choice points.**



ORIGINS

If you wish, you may also enter the world of Kulipari as a lizard, bat, or any other bit of Australian wildlife with the implied abilities thereof. Even a human, though you will be sized to match everyone else. You still should pick an animal to identify with for the purposes of discounts.

Frog: A nice little amphibian with strong legs, can live in the water or up in the trees. Start in the Ambhipilands.

Turtle: Slow-moving, but armored, and with a natural affinity for Dreamcasting. Start in Turtle Cove on the beach.

Platypus: A horrifying abomination of nature- nah, they're cool. Platypi are happy and carefree, with their own special connection to the Dreaming. Start in the Platypus Village on the river.

Scorpion: Unlike these soft amphibians, life in the desert has made you tough and strong with massive claws and a tail containing death. Start in the Outback.

Spider: Yours is not the brute strength of the Scorpion, but that of cunning and subtlety. Start at the Spider Queen's Palace.



PERKS

Scrapper (free) In a story about complacency in defense, it would be embarrassingly ironic if you couldn't fight. You're okay in a tussle and know how to use your species' best quality to survive in a tough spot, whether that's a frog's agility or a turtle's ability to retract within their shell.

Born in the Water (-100 cp) Considering how much of a role water plays in this series, and in the lives of most of the factions, it would be embarrassing to be a turtle, frog or platypus who couldn't swim. And you can do more than merely swim, you do it very well. You can keep level against even some of the swiftest currents, and hold your breath for quite a long time.

Desert Creature (-200 cp) Life is hard for those who don't have a magical land full of water. Fortunately, you have the skills needed to survive in any terrestrial environment. How to lessen the heat or cold, find shelter, hunt and forage for food, find water, etc.

The Blue Sky King (-400 cp) Maybe it's the touch of destiny, maybe it's because you're not from around here, but people can sense that you're something special. Your leadership and charisma are off the charts, and even your mortal enemies can't help but respect you, just a little, and trust you, to a point. Some enemies may wish to join you, if they become leaderless or

unhappy with their present commanders. When oracles or soothsayers look at you, they see a crown.

Empathic (-100 cp, discount Frog) Frogs are friendly people, as a rule. One of the only tribes to regularly and easily form connections with others. Some of this has rubbed off on you, and you find it easier to understand people from different cultures, and form the sort of friendship that lets you laugh off misunderstandings.

Hard-working (-200 cp, discount Frog) What does a brown frog do? Work. You have a very strong back and can keep at heavy physical labor far longer than others.

Agile (-400 cp, discount Frog) Perhaps you're a treefrog, you're certainly excellent at climbing, leaping and otherwise getting around in a three-dimensional space. You can even sort-of glide by spreading out over as much area as possible.

Kulipari (-600 cp, discount Frog) You've got poison! Normally, that would just mean eating you was a bad idea, and other creatures might eventually learn not to, but for a Kulipari, the rules are different. Your poison is like an internal well of power. When you tap it, your skin glows brightly in at least two colors, and your strength, speed, agility and resilience are all increased ten-fold.

More, pick any one skill or quality to be especially enhanced to supernatural levels when you tap your poison. If stealth, you could blend in to your surroundings and become nearly invisible, if strength you could hurl boulders at distant targets. Someone who chose agility could teleport short distances, endurance would have a skin of stone while tapping, or ranged combat could hurl or launch projectiles as quickly as possible and still achieve perfect accuracy.

Beware though, for poison can only be safely tapped for a few minutes at a time. Any more, and your strength will suddenly fail to burnout, and you will be unable to use your poison again for the duration of the Jump or a decade has passed, whichever is sooner.

Patient (-100 cp, discount Turtle) People call turtles slow, and in many ways they're right, it takes them a while to get around. But a turtle also understands the value of being in the right place at the right time. You can wait around for days without getting bored, taking in the glories of nature, or simply meditating.

Learned (-200 cp, discount Turtle) A good education is rare around here, but you know all the local tribes and their histories quite well. And as knowledge begets knowledge, you learn other information faster, and retain it better.

Wise (-400 cp, discount Turtle) Turtles are often considered very wise, but what is wisdom? Life experience, insight, instinct, compassion, the ability to overcome bias, self-knowledge, applying knowledge to problem-solving, the ability to accept and even embrace living in uncertainty. All

of these answers have been given, and each was true. So which do you receive? Why, all of the above! Wisdom is knowing when it's best not to choose, after all.

Dreamcasting (-600 cp, discount Turtle) You have a connection to the Dreamtime and can interpret dreams. Among other things, this gives you the ability to speak to your ancestors and receive visions, to sense the shadows of past events inscribed in the earth. Dreamcasting is closely tied to water, your will and visions let you swim the currents, and by meditating you may affect water as well, summoning the rains, purifying water or causing an avalanche. Finally, you have the ability to create complex illusions, using and anchored to nearby bodies of water. King Sergu, the greatest practitioner of the art, was able to hide all the Amphilands under a many-layered Veil, and with time and practice you may match or exceed him.. Dreamcasting is a time-consuming art, where patience and a steady, yet gentle strength will serve you best. Remember, water is life.

Playful (-100 cp, free Platypus) If there's one thing a platypus knows how to do, it's have a good time! You can find joy in the simple things, like running and swimming, and never get bored.

Cheery (-200 cp, discount Platypus) The kindly and happy nature of a platypus does not yield easily, not even to fear. Terror will never make you hesitate.

Irrepressible (-400 cp, discount Platypus) The spirit of the platypus is not easily dimmed. You cannot be controlled by others, nor led astray by illusions. You will always remain you, and see the world with clear eyes.

Stargazer (-600 cp, discount Platypus) The Rainbow Serpent speaks to you, and that is only a seldom a metaphor. You regularly receive visions from the Serpent, and stumble upon omens with regularity. These tend to relate directly and in a manner easily understood to whatever perils or trials you face, and will give you good advice on the best ways to overcome them. This clarity and frequency are a vast improvement on the oracular powers of a Dreamcaster.

Sting (-100 cp, free Scorpion) None of these people seem to understand how poison or venom actually works. You can sting or bite someone to inject them with a poison that will disable them. Repeated stingings can kill.

Tough (-200 cp, discount Scorpion) Young scorpions are dropped into pits with nothing to eat but each other, until the strongest survivors are pulled out. This prepares them for a life of hardship in a hostile desert where absolutely everything is trying to kill them. As a survivor of this process, you're one tough cookie, able to function through fear and pain, far more durable than soft amphibians or even most of your scorpion brethren, and able to go long periods without food or water. Finally, any hesitation to do whatever is needed to survive is gone, ground away by the whetstone of life.

Skilled (-400 cp, discount Scorpion) All scorpions are fighters, but if you want to be a commander you need to be far more than merely competent. You take on any three opponents in your weight class by pure melee skill, and you are just as good at small-group tactics, coordinating effortlessly with your peers.

Unstoppable (-600 cp, discount Scorpion) At the end of the first book, Lord Marmoo died. He died but was restored by Nightcasting as something… other. Far larger and stronger than any other scorpion, with a shell that, once hardened, could turn any blade or stinger, and brushed off carapace-melting acid and even Nightcasting.

Now you too can be a hulking, powerful, near-invulnerable brute who can't be directly affected by magic. Just be careful nobody pokes out an eye, or tricks you into eating something disagreeable.

Ambush (-100 cp, discount Spider) Spiders who try to fight others head-to-head die. You have mastered the art of stealth, picking a good hiding spot, waiting for your moment, or merely traveling unseen. Remember, even in this world, nobody looks up.

Subtle (-200 cp, discount Spider) Subtlety is woven into more than just the combat tactics of spiders. You understand that to get your prey into position, you need to offer good bait. When you understand what someone wants, you will know how to best use this information to get what you want, even if it's just to position their back just so for you blade.

Venom (-400 cp, discount Spider) You're venomous! Normally, that would mean anyone you bit would have a bad time, but the rules are a little different here. Instead, your venom acts like a secondary mana pool you can tap to keep up spellcasting over longer periods or overcharge your magics. Much like the more physical poison, though, if you empty that well completely it will be gone until a decade has passed or your Jump has ended. Otherwise it will replenish in a day or two.

Nightcasting (-600 cp, discount Spider) Queen Jarrah's creation, once she had learned all King Sergu could teach her of Dreamcasting, she learned to weaponize it. On the most shallow level, Nightcasting can create phantasms of horror to frighten others, or spectral webs to bind them, but true Nightcasting is far more than this. The essence of theft and usurpation, Nightcasting can be used to desiccate, weaken, poison or corrupt, as well as to drain lifeforce, and the mistress of these arts can unmake even the greatest works of sorcery. Nightcasting is a draining discipline, and all but the simplest of arts leave the user ravenously hungry, if not necessarily for food..



ITEMS

By all means, have +200 cp just for this section.

Tools (free) You have a walking stick, a fishing net, and a variety of tools for fishing, hunting and farming. Hardly your fault if they also make decent weapons, they're just really well-made.

Pearl (-100 cp) a single grain of sand, by irritating an oyster, can become the heart of a beautiful pearl. This fist-sized pearl reminds you that even the smallest and most insignificant of people can make a difference. It's also worth quite a bit of money, if you want to sell your precious reminder.

Conch Shell (-100 cp) A shell that, when blown, can summon sailfish to rapidly transport any number of people across or along a body of water.

Mount (-200 cp) You have a fierce reptilian mount to match the Komodo Dragons or snakes used as siege engines by the scorpions, or King Sergu's loyal crocodile. Loyal and loving, and fiat-backed, if killed your Mount will respawn within a month, and in future worlds they will resize so no matter how large you become, there always be room for at least three of you in the saddle.

Mysterious Knife (-200 cp) Once wielded by the leader of the Kulipari, this knife of a mysterious obsidian-like material that never breaks and is incredibly sharp in time became a symbol of the Kulipari, and of battle. The purple stripe along the blade sometimes changes colors. Perhaps it's trying to tell you something?

Mercenary Army (-300 cp) I get by with a little help from my friends, yeah, gonna try with a little help from my friends. Well, paid to be your friends still counts, right? You have a small but skilled force of mercenaries contracted to help you for the duration of your stay. If you're happy with their services and come to an arrangement with their captain, you can even take them into future worlds, taking up just one companion slot. They will defend what you need to defend, and attack your enemies at your direction.

The Amphibilands (-400 cp) A lush, fertile land with abundant water. Perfect for raising whatever livestock or crops suit your fancy. True, it's also small enough to cross in two days, but if not used as a Warehouse Attachment, you may import it complete with a Veil that causes any intruders to get turned around and walk right out.



DRAWBACKS

+800 cp limit on drawbacks

A Netflix Original (+0 cp) Instead of the original graphic novel or book, you can choose to have characters appear as they do in the Netflix adaptation. Also, instead of looking like people napping or standing around, Dreamcasting/Nightcasting will involve big flashy lightshows. This is purely an aesthetic change though, the story is the same in both.

Pippi (+100 cp) People say you're a little absent-minded, and too energetic, but what do people know any-- are those gooseberries!? Where were we? Right, maybe you have some trouble sitting still but surely it's not that big a-- Squirrel! Are squirrels sapient in this world? All they eat are nuts, do you think squirrels have favorite nuts? What were we talking about again?

Tharta, Thuma, & Tipi (+100 cp) Someday you may be a Kulipari, or a Scorpion Lord or whatever else, but that day is years in the future. Right now you're just a baby, and no one will respect you.

Wanderer (+100 cp) You can't seem to settle down. Anywhere you try and lay roots, you just get bored and antsy, and either clear off on your own or do something to make yourself unwelcome.

That *is* unsettling (+200 cp) How do people keep sneaking up on you!? No matter how great your senses, you always seem to just… get distracted, and then people startle you! This is annoying enough with friends, but far worse with enemies.

Test Dummy (+200 cp) Coorah, the Frogs' apprentice healer is quite eager for anyone to help in her studies. You will be a perfect test subject, since you constantly suffer relatively minor comedic injuries.

Unfriendly Terms (+200 cp) You have greatly irritated either Lord Marmoo or Queen Jarrah, and had them swear vengeance on you. Neither is the sort to let an insult slide, and they are two of the most personally powerful creatures in the outback, and command large armies besides. **For an extra 100 cp,** you can be a sworn enemy to both of them.

Tough as a Slug (+300 cp) Your hide isn't armored, even if you're a scorpion. Actually, it's pretty soft even for a frog, easily broken. Your footsteps will not pain you, but even a friendly shoulder-punch will lay you out on the ground. Be very careful of whom you anger in the days to come.

Tunnel Vision (+300 cp) You have an obsession, perhaps revenge, or becoming a warrior, or conquering a people. But even as it drives you, it restricts you. You see everything in terms of how it advances your central goal, and anything else is just useless.

Noticed by the Rainbow Serpent (+400 cp) the big snake has a dream(ing) and you aren't in it. All your out-of-Jump powers are denied you.



Top Left Quadrant: Spiral Conch Shell Tower, Turtle Coves, Beaches, Freshwater Lagoon, Mangrove Swamp, Scorpion Camp with fighting ring and Lord Marmoo's Pavilion, old Hidingwar battlefield.

Top Right Quadrant:: Outback, Mountains, Black Plateau/Gorge, Spider Queen's Palace

Bottom Left Quadrant: Ambhibilands, Eucalyptus Forest, Banyan Tree, Stone Bridge, marketplace, tadpools, worm farms.

Bottom Right Quadrant: Outback, Mountains, Scorpion Lord's Fortress



Jump written by Aehriman