

Jump chain edition

No Location roll, you start Aboard the " "Space station at the start of the series, if you have any locations that follow you you may choose not to have them arrive with you at the start of this jump, this will deny you access to them for the duration of this jump and will not permit you to double up on these locations in your next jump. Enjoy the next decade.✪

You now have+ 1000 CP

Origins

All origins start at the beginning of adulthood for their species,
except for drop-in which continues from the age you were at your last jump, you may change sex for free.

Drop-in free

Without any new memories, bodily alterations, or context for what's happening You suddenly appear in the

cargo hold of the primate avenger as it blasts off from the “ “space station ,No one seems to notice you until your out deep into the void

Big Space monkey free

You had a fairly normal life for a eastern low land gorilla you find fruit to eat,you play with your friends,you get sucked into a glowing golden portal hundreds of light-years away and get uplifted into sapience

Cybernetic Space monkey free

roughly 3 decades ago , give or take some relativistic time dilation you were one of the earlier attempts to send monkeys in space Unfortunately not only are experimental animals, not recovered , but even worse your probe was discovered by Lord nebula on your subject to countless torturous experiments and enhancements nearly everything you were has been twisted, discarded or replaced to make you a better servant for him

Smart space monkey free

once, you were but a humble orangutan or Bonobo living at least semi-peacefully in a zoo , perhaps you were born there,Perhaps you were captured. When suddenly a luminescent wormhole created a powerful suction lifting you up into it on a journey through the cosmos, there are your cerebral enhancement was of a much more potent grade than the others

Ace ape free

You are a NASA trained chimpanzee or perhaps a given
, assigned the mission of riding in an experimental rocket to see if it's safe for humans, unfortunately, this rocket went a little off course and fell into a wormhole , thrusting you thousands of light-years away onto the “ “ space station,there The “ “ upgraded your intelligence and gifted you with mighty technologies to preserve the universe by guarding the orbaTron from the all destructive Lord nebula

Small space monkey free

You hold the distinction of being one of the few actual monkeys on board, such as a Capuchin ,Japanese macaque or such. For the more a life of either entertaining or scavenging any of a number of environments has made you far more quick and crafty than the majority of your crewmates

Perks

all perks are discounted for their origin, with that origins 100 point perk free

Drop-in

Toyetic -100

did you just get a new companion or super mode, acquire a vehicle ,shift into a new altform, start wearing a new suit of armor, acquire some property that follows you from jump to jump, get a warehouse attachment , make or upgrade something in a manner that induces a visual change? Well once you have used it enough to have it considered part of your
"Arsenal" you notice that nearby you there is a small model no bigger than a 2 1/2 foot cube featuring harmless plastic analogues of it, something like a gun that produces a continuous beam would have a small fan blowing a set of colored ribbons that look like the beam, something like a new companion would be an action figure with play features mimicking something they are known for like throwing an accessory or light up LEDs, a place would become a playset with compartments, action features accessories and decals representing aspects of that place, scaled to your action figures of course Furthermore if you already have something you can simply touch and concentrate it to gain such a plaything. Touching one of these toys and concentrating gives you the plans for how to mass-produce them although not any access to any infrastructure to do so.

Blend in in a Bar full of alien weirdos -200

you find that the realms you travel are remarkably cosmopolitan, no one seems to care whatsoever about how odd your appearance is except when it's extremely close to that of a racial enemy or something about your body is damaging to property you can count on no one immediately forming any opinions about you due to your unusual appearance.

Monologueing -300

you have a certain charisma and flair for the dramatic about you, so much so that when you encounter someone who considers you a worthy adversary or sufficiently above you that they do not fear you whatsoever they tend to hint if not outright brag about their immediate ,schemes , plans, new secret weapons, Etc. yes this is in fact a drama/hamyness boost yes it does affect your opponents as described no it doesn't work perfectly 100% of the time, the more disciplined and the more emotionally reserved your enemy is the less effective this is

Capture them! -600

your antagonists tend to have certain plans for you, these plans are usually not pleasant but they are never immediately fatal, you find that your opponents are much more likely to try and imprison you initially rather than destroy you outright, of course this usually winds up being a half-hour alone in a cell as they prepare the torture room to bring about your bloody end rather than any kind of actual safety net but that's half-hour in which you can escape into their base and foil their plot rather than being executed immediately. With this all other circumstances being equal your enemies will try to capture you for interrogation or punishment rather than simply destroy you immediately, there are still probably going to try and destroy you but there will be a window of time and they are not going to simply glass the planet you are on to get rid of you.

Big Space monkey

Put the Gor in gorilla -100

You are big, nearly 2 1/2 times bigger than most of the other space monkeys you might encounter, as such you have a permanent 5 foot boost to your height and 3 foot boost to your width, this will of course apply to any

form you have from now on and retroactively to any forms you wish it to. Of course this comes with a corresponding boost in your muscles and bones to support this weight

but doesn't that mean -200

despite what you may or may not have in intelligence you make up you certainly have the ability to detect BS, whether it's rationalization for a moral compromise or someone trying to pull one over on you, you have enough self awareness to know when you're being led in a direction you normally wouldn't want to go in

Jumper-mongous-300

you've been forever altered by bizarre alien isotopes! Granting you a strange new power. Choose a basic emotion , this emotion now unconsciously channel mass into your body from an extra dimensional source, making you grow bigger and stronger in proportion to the intensity of that your emotional state in direct violation of the square cube law. it will never make you lose more mass than you normally have But it quickly and safely returns from whence it came as you calm down. The amount you grow is directly proportional to the amount of this emotion you feel. For example, if you chose anger and are reasonably disciplined person, you might only grow a few inches from being insulted , but spring up a full 3 feet in height from being insulted and slapped by someone you hate.

rampaging emotions -600

choose a basic emotion, you find your stamina , super modes if any and ability to exert yourself beyond normal revitalized and enhanced greatly by it. once refilled it takes a factor of 5 times what the average mundane human will feel of that emotion at once, for example , if you chose stress it would be the stress from the death of a spouse to enhance it by a factor of 3. however , major emotional stimulus recharges it much faster, such as nearly instantly replenishing your Constitution when a loved one is in danger if you chose fear or anger so that you may Sprint to their defense or pushing yourself far beyond what your body should be capable of in moments of extreme trauma/passion/rage etc.

Cybernetic Space monkey

more machine than monkey -100

as the victim of Lord nebula's evil cyborg experiments all your limbs have been replaced with easily. Repaired Cybernetics , including a wickedly bladed tail. Your torso modified with easy access panels and Armour plating and your eyes redone into glowing orbs that can sense the full electromagnetic spectrum

Weakness of the flesh-200

Will be cleansed with the strength of steel ! You find that if you ever receive any cybernetic "improvements" they are not subject to the same failings as flesh, your mechanical components will be able to operate indefinitely with no more maintenance then your flesh would under whatever circumstances count as"normal use" for them

Technology made me what I am today -300

And now you can make technology, specifically evil cybernetic technology , whether it's cultivating brain tissue for use as batteries for lightning guns, or attack brains that fly and entrap your enemies with their own telekinesis, sizable robots powered by their own artificial neural tissue, total body prosthetics, or simply lobotomizing your opponents into dull-witted slaves. You are a master of numerous fields of brain-based technology

Bad brain#ZAPP!#- 600

all of your vital organs now have extremely efficient miniaturized mechanical replacements throughout your body capable of interfacing with the actual organs in question to enhance the capability, what that means is if someone destroys your heart you will become lethargic rather than dead, if someone destroys your brain you will become extremely stupid and animalistic rather than brain-dead, etc. best of all these replacements have backups of what the organs were like and will shift the replacement organ into what the original was like the very moment it is completely attached, this will prevent you from implanting someone else's brain for their knowledge but will also prevent their mind from overtaking yours. Furthermore, should you choose to leave any of these organs exposed . You are able to launch them at your foes, your twisted mechanical anatomy having altered them into living attack "animals" brains flying from your head that wrap their spinal cords around your opponent to strangle them, hearts spewing blood into your enemies faces , etc.

Smart space monkey

Splitzy personality -100 discount Smart space monkey

some of the most latent aspects of your personality have come into their own, conglomerated and awakened into a new offshoot of your own mind. This new personality coexists and shares your body peacefully with yours and shares your deepest fears and Beliefs but is otherwise a distinct if pleasant counterpoint to your own mind, this "new you"is sure to keep you from going any crazier in extreme isolation and be fine and useful company as they have all your intelligence and skill, but their own unique and quite different viewpoints and approaches to things. They are as loyal to yourself and concerned about your safety as you are, for it is they are part of you and you them.

Technically speaking, Captain. -200 discount Smart space monkey

your mastery of concepts and linguistics has improved greatly, allowing you to distill even the most advanced of scientific principles into rather accurate metaphors understandable and comprehensible by anyone , even the simplest minded of gorillas , excellent as both a way to communicate concepts and as a teaching device.

Twine and paperclips -300 discount Smart space monkey
most monkeys would be unable to work with such inadequate resources, not you. However. Even with little more than solder , a water bottle , a car battery and an old calculator you can create a truly useful computer. You find that when you are building something purely technological . It's quality does not suffer from the poor quality of the components you use for it, this does not extend to the strength of the materials involved but the operating mechanisms themselves are equal to what you would normally be able to create with the typical components of whatever the thing you're building requires regardless of what is actually used to create it

Techy mumbo jumbo -600 CP , discount Smart space monkey
The mental enhancement given to you by the " " is greater than that of your fellows by leaps and bounds , granting you a wide variety of both technical , theoretical , literary and practical knowledge equivalent to nearly 23 doctorates in various highly advanced fields found throughout space Though language skills are obviously absent being replaced by the ubiquitous universal translators , with this, it should be easy to repair or analyze any standard galactic technology, or even bootstrap up to it , given sufficient resources and time. Furthermore , you can at least ascertain the general functions of more advanced technology from this universe By analyzing their components to discern their operating principles

Ace ape

Ace Body -100 free for Ace ape

You've got a pretty strong body. Able to out perform most others faster and more agile than a gorilla, stronger and more durable than a spider monkey. You've got what it takes to be a pretty great all around athlete.

Gun Tricks -200 discounted for Ace ape

Can't be an ace without good aim. And boy do you have one. With just an petty blaster you could snipe an apple falling off a tree a mile away while sliding down a collapsing building. You also get to make sweet trick shots as well. Knowing how to put on a good show with your skill.

Dashing Charm -300 discounted for Ace ape

You're pretty good looking for a darn dirty ape. But you're more than just a pretty face you've got the voice of a handsome lead as well. Able to charm your way past most situations if given the time to talk. While not all situations can be solved with diplomacy it certainly helps win over some much needed allies.

Sound Leadership -600 discounted for Ace ape

Being a leader isn't easy. Always having to be strong for the group without you they'd be lost. This gives you the 3 traits of being a good leader. You gain siginficantly improved situational awareness to help come up with plans for your team to execute. You're always aware of your teammates strength and weaknesses able to work around their problems to make a better whole. And lastly you'll have an extremely improved willpower to always push forward even in your darkest hour few things can shake you

Small space monkey

spider monkey -100 cannot be taken with Put the Gor in gorilla

you are significantly smaller than most other space monkeys. you are merely 2 feet tall . But you have a extremely dexterous and nimble body with a rather long prehensile tail to match. Additionally Should you desire You may suppress your growth perks to be the average of your species .

And I mean that with all due respect, -200

you'll find that you are able to say most anything that isn't an actual threat without affecting the emotions of the one you're saying it to or incurring repercussions to yourself or those in your party so long as you follow it up with some attempt at defusing it , no matter how meager , such as beginning your line with “respectfully” or ending it with “and I mean that with all due respect”

You know you could -600

your brain is wired for one thing, profit! No matter what the circumstances are, or what you just went through, you will clearly and plainly see any potential avenues of that could possibly be there no matter how unlikely.

Undiscounted Perks

An extra pair of hands, free for all except cybernetic space monkey And Drop-in -200

Whatever ever you use for feet Shift into Another Set of Whatever manipulative appendages you normally have With equal dexterity while still maintaining the ability to Support your weight and balance you. Also your strength And endurance increase allowing you to Support or pull up your weight From any one of your limbs for as long as you could normally stand. Furthermore you gain the necessary motor coordination to use all your limbs in concert even for complex tasks such as piloting a spaceship.

Items

the complete collection -50 free for drop-in

this is a chest decorated in a captain simian and the space monkeys theme containing a charged rechargeable DVD player, one each of every toy made for the series, and a DVD box set of every episode.

Basic fighter free for everyone
a typical space fighter in any number of possible designs and configurations, enough armament to destroy the

average cargo space-cruiser If that doesn't have fighter backup of its own, low armor, but high maneuverability

Bananatron -200, free for smart space monkey

Combination handheld computer multispectral scanner/recorder, It can analyze Just about anything having to do with hard science to the degree you Would expect from a 90s Cartoon Scanning device And compare it to its Massive inbuilt database, of course, you'll have to figure out what it all means, please bear in mind that magic is unknown in this world and that the database will not automatically update in another universe.

Titanium armor -100 free for big space monkey

this is an extremely elastic set of mounting harnesses for the chest, arms and lower arms and all four paws of a ape or monkey and 2 inch titanium plates with soft padding and significant heatproofing on the inside. Should you become too large for the armor it will simply expand, popping off plates as it does so.

Insta-Vine -50

This small handheld tube is capable of Nearly instantly growing a very long and strong Vine That Secures itself to whatever you Point it at From up to a football field away without recoil.

Lightning Cutlass -100 free for Ace ape

a handle that projects a curved sword form from crackling electrified plasma, this blade burns as it cuts and electrocute as it burns. The blade is hot enough to cut even through typical spaceship hull plating

Beamitron -500,Discount for small space monkey

This small Disk has the ability to Dematerialize and Re-materialize almost any Form of nonliving matter,normally Each would link to Its own Extra dimensional space roughly the size of A Storage Shed,However, due to your jumper nature It instead links to your warehouse,It's Destructive teleporting works on anything Or any pile of things up to the size of A Loaded 18 wheeler, Will almost always Cause of living things to mutate into horrible,destructive,Vaguely Gigeresque monsters which will of course be loosed into your warehouse,Also can be used to teleport back anything around that size That you are specifically thinking of.

Companions

Primate Partner Pack -200 discounted for Ace ape

a captain is nothing in his crew and you know this well even if you hate to admit it
you may choose one of the Canon crewmembers of the primate avenger to join you on your journey across the multi-verse, they bring their usual load out. Although they may be reluctant to share with you.

Space Simian Crew, -100 , 300 for eight discount drop-in

or maybe the team that Captain Charlie Simian assembled aren't your kind of apes and you want o to meet some new monkeys , or perhaps you already have eight or so. Companions who travel with you, if so with this each of them Gains a free background with all associated freebies and discounts ,600 points to spend as they like and 400 free points for the ship customization section

Ship Customization Options

All these options are only available with a spaceship,You may spend 100 CP To import a ship for use with these options or use your basic ship for free. You have an additional 400 Free CP to spend in this Section Only. All customization options scale with the size and power of your ship. All are Discounted for drop in

Peel-off Capability -400cp

Your ship Now has the ability to split Into five independent Ships each one Fifth as powerful and four times as maneuverable,The cockpit, Port Thrusters ,starboard thrusters, main cabin And main thrusters Separating and rejoining in order to Become smaller faster targets or Come together to re-create the original vessel,This Does have aesthetic consequences As the cockpits for The sections of smaller and midsize vessels can be quite obvious. Note That this has no effect on the power, size or maneuverability of the joined ship.

Wing crushers-200

Easily mistaken for something intended to improve Maneuverability,These Port and starboard "wings" are actually powerful Metal compactors that enable pilots to Crush and rip enemy ships by getting in close and grabbing on tight, these powerful add-ons can tear through most hulls like A Hungry rabbit through lettuce or crush them like a bug.

Holo-boon Generator -300 cp

this machine As the name implies, generates Intelligent, loyal Holographic baboons To help crew Your ship ,No more experienced or competent than an average Ensign And sporting a variety of personality templates based on characters And archetypes from 40s through 70s earth pop-culture Holo-boons will be Welcomed by any captain who is a little shorthanded or simply needs a disposable guinea pig To Scout ahead. However, holographic baboons are known for their fragility and cowardice,The slightest bit of damage will destroy the Cohesion of Their holographic matrix Exploding them into a harmless cloud of sparkly dust. And they are not Brave enough Or capable of getting angry enough to initiate any sort of violence.

Hyperactive drive -400cp

space is big, really really big to get around in space sometimes you're going to need a shortcut shorter than a straight line, that's where this comes in, not so much a thruster as a semi-stable wormhole generator put in the coordinates for anywhere within 2800 light-years and fly through what looks like a vector graphic representation of a torus turning inside out and after a bit of turbulence you will have arrived. Just in time to watch the portal close behind you

Atmotron -400

unfortunately you're going to eventually need to go somewhere that isn't exactly a class 1 planet, such as a heavily magnetized spaceship graveyard, a barren asteroid or even an icy comet streaking through the endless void, now in the old times people made pressurized suits to protect themselves, but science has advanced give us the Atmotron, this device creates an atmosphere complete with radiation shielding based on the environment found in your ship in a 805 kilometer radius sphere from its point of impact in roughly 2 minutes. It will not work in places where there is already an existing atmosphere, such as stars, gas giants, planets with toxic atmospheres , vapor clouds, etc. when used. You gain another one in 72 hours

EMP field generator -600, requires shields

if you keep exploring space long enough you're going to either run out of supplies or run into stuff you'd rather not have, and when that happens you're going to need either salvage or a distraction . With this your ship constantly puts out name electromagnetic field through the shields, safely covering them with debris and metallic Meteoroids provide resources as well as scrambling enemy communications, disrupting scanners and shorting out out some technologies in a 75 km radius around you, can be turned on and off at will.

Drawbacks

The same shrill screeching +100

you notice that the sounds of nearly any kind of attack, awkward beat of silence or sudden call to action be given or receiving creates the identical annoying sound of a monkey screeching, this isn't even any of the particular monkeys around you ,Just a mysterious screech out of nowhere that you will never get used to , or learn to expect.

Hokey Pokey +100 Man old cartoon shows are pretty cheesy. Sure it's probably a bit less so when you're actually IN the world vs watching it from the outside. But now that's not the case anymore. You'll find it really REALLY difficult to get invested in the world as characters will say and do very childish things not unlike a 90's childrens show. It will never fail to break your composure and just not take anything as seriously as you should.

Delayed Entrance +200(Can only be taken if you have companions) Well this is awkward. I maaaaay have accidentally sent in your companions ahead of you. Don't worry though it's only been like 10 or 15 years difference. You guys will have a lot of catching up to do! Oh uhh they didn't necissarily have a good time while you where gone. They seem a bit scattered about. Sure you won't mind doing a bit of scavenger hunting right? But also any drawbacks taken here also apply to them in your abscence. Good luck!

Monkey Business [+200] Someone somewhere is always in trouble. Turns out to be fairly true in this regard any time you want anything done you'll more than likely have saved several people and averted at least one doomsday event for a planet. It's really tiring. Hope you don't have anything to do that involves traveling anywhere as the universe will conspire to make you save someone. Even if that person is yourself.

Cracked in the head + 300 CP

Your head is more than a little bit scrambled. Thoughts and actions just never stop coming and going. From re-enacting your favorite movie scenes, to listing off your favorite videogames. Commands to repair an important piece of equipment would be reinterpreted as making them a sandwich. Lets just say any and all attempts to get you to be useful will end in failure. Not like you really care you're busy building a space tower to the 8th dimension planet suishicon to rondevou with the ancient space toasts.

In context problem +300

unfortunately, due to interference from contact with the " " during the jumping process All of your abilities of a supernatural, hyper scientific , spiritual, e , fiat, etc. based abilities did not transfer over, leaving you with only what you gain here modified with what you gained in the body mod supplement.

Space is a dangerous place, +400

especially for you! Not only do you lose any kind of ability to function normally in vacuum, including flight, protection from radiation, decompression, no need to breathe , liquids or solids, etc. but whenever you're in space and not in a well hardened spaceship your spacesuits always seem to have one tiny leak, or are rather big one. If you're still attached to an umbilical.

Ending choice

move on

a decade in

stay here

perhaps someone is carrying on Lord nebula's legacy of evil , perhaps he was never defeated Perhaps you just like the place . Either way , you found a place you belong .

go home

This universe was nice to visit, but you've had enough dimension traveling to last you a lifetime, so you had back to your world of origin.

Notes

Yes, gorillas, orangutans said panties, etc. are apes and such not monkeys. However , the term space monkeys is not dependent on actual species classification as a piece of jargon , nor used as such within the context of the actual media this jump is based on.

No origins do not necessarily replace crew members, just assume that the process went a bit smoother and they had a bit more time in this iteration, it's a benefactor trick I can't explain it.

you may notice that there are instances of blank spaces between quotes, this is intentional it is a crude attempt to visually represent the name of a species so advanced scientifically ,spiritually and psychically that their name cannot be said or written, only thought.

If you already have more than one personality or voice/consciousness in your mind . You may have Splitzy personality apply to as many of them as you like as well.

Any purely mental abilities not dependent on any unusual configuration of your anatomy are shared with Splitzy personality as well, i.e. psychic abilities. Anyone can train to have but not psychic abilities dependent on a “mutant power” any other sort of abilities are shared to the degree that you share your body with them .

It is your decision whether or not the mind/s you get from Splitzy personality have their own souls for the time they share your body, if you choose to split from them They immediately gain their own soul.

the mind/s you get from Splitzy personality do not count towards the limit for companions for the time you are sharing your body with them, they will require companion slots should you split from them.

Lord nebula is the the tractor beam on his ship,If you have another way to uplift black holes you might be able to Do something similar.

The strength , size size and durability of the wing crushers scales with that of your own ships hull, in other words it will be strong enough to compact hulls made of the same material and of the same thickness as yours and can fit things up to a quarter of the size of your ship.

If you go drop in you may choose an alt form to receive the benefits of an extra pair of hands.

Extra pair of hands applies to all appendages that are used primarily for motion. It does not apply to something like a tail which is used for balance and decoration or defense.

Yes you can take all the body modification perks together, they either combine or give you multiple tails

however you can reasonably play it, yes this means that if you already have multiple tails you can choose to apply them to tails you already have, you can take the same one multiple times to apply it to multiple tails your have but only one per purchase.

The Beamitron will not resurrect dead organic life, although their DNA will be so corrupted it will be unusable

yes if your ship already has other shields you do not need to purchase shields here in order to get EMP field generator

you know you could is limited by your capabilities and knowledge, you wouldn't think of accelerating a planet size mass of carbon through the center of a sun to get a diamond half the size of a planet If you didn't know how diamonds were made, But you would think of claiming it and selling the coal mining rights to various parts of it.

Jumper-mongous is a super mode/growth power, not an alternate form.

Yes you can choose a more complex emotional state for Jumper-mongous and rampaging emotions such as hot-blood , righteous indignation, tearful fury, disgust, surprise, etc. but it will not work with different ratios of those emotions nor for any of the component emotions alone, choose wisely.

States such as Calm and willpower are not considered emotions for the purposes of this jump, emotions promote reactions to people, be it crying, violence or laughter, etc.

Yes cracked will affect all minds considered part of the jumper

Yes, if you import all eight companions and you all take peel out capability , you may link your ships together. Into a vessel not unlike the primate avenger.

Yes, If you do this you may buy further upgrades for the combined ship. However, they will only apply in the combined state.

Yes, in future drums. You may import these ships either individually or in the combined state but not both.

No If imported into future jumps these ships will only have access to either the upgrades from themselves or their combined state but not both at once.

Yes, in context problem affects mental perks and skill perks as well, you will regain any excess memories and lost skills as soon as it goes away.

Yes Hokey Pokey affects your companions as well.

Yes, if Lord nebula succeeds and you receive your reward of rulership of half his future internal universe that will count as choosing to stay.

Yes, you can choose to assume the role of Rhesus 2 in the storyline or become Rhesus 3

✪ note should you be aboard the primate avenger when it makes its first run through the wormhole. The time skip it and its crew undergo will not count towards your time in this jump.

Special thanks to Spyroanon for help with balancing , additional drawbacks, additional ideas, coming up with the names for some things ,the ace ape tree and being a sounding board.

Jump by banchô-Anon