

Billy Hatcher & The Giant Egg Jump

v1.0

by LJGV/Sin-God

Welcome to Morning Land! This once-peaceful place is in desperate need of help. Evil crows led by the monstrous Dark Raven have invaded and assaulted the world, plunging it into darkness. Even now events are taking place that will teleport a group of plucky, adventurous children to Morning Land. Will you be with them? Will you be with us? Or… are you something darker?

This is the setting of *Billy Hatcher & The Giant Egg*. This place features two worlds, though only one of them, *Morning Land* is a significant setting. In this setting, a heroic young man and his helpful friends are on the verge of gaining a suite of strange powers and setting off to save the world. Let's go join them!

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

Starting Location

You can select your starting location freely. If you start off on Earth, you eventually find your way to Morning Land, be it through being attacked and defeated by supernatural crows, by awakening there one day, or by saving a chicken from a dark fate that rewards you with a quest.

1: Earth
This world is home to humans and is a place where kind and villainous people alike call home. It is home to humans, and the main birds and animals here are mundane.
2: Morning Land
The primary setting where the story takes place and is a large plane where all sorts of humanoid animals, particularly birds, exist. Elemental animals are commonplace, and sorcerers of various sorts also exist here. There is at least one deity here, Menie-Funie, the god of chickens. If you start here you can choose where in Morning Land you start, as the place is divided into several distinct zones with unique challenges, specific Crow Bosses, and environs to interact with.

Age and Gender

You can freely select your age and gender yourself. Though their ages are never outright stated, Billy and his friends are explicitly described as children so this is a world where even a child can make a difference and save the day.

Origins

Helper Animal
The lion's share of the friendly companions that chicken-suit or sun-suit wearing humans will find are Helper Animals. These are elemental critters with various forms of attack and elemental abilities that can help humans traverse the environment and interact with the world around them. By taking this origin you gain an egg form and a helper form of your choice, though you may not choose a **Sonic Egg**, at least not without the proper perk.

Human
Ah, you're one of the… *Isekai-ed* people. By taking this origin you either are Billy (or one of his friends) or you're a new person who was Isekai-ed along with them to Morning Land. Humans, by yourselves, do not have much in terms of abilities in this world, but you seem unusually resourceful and attuned to the mysticism and holiness present here, able to commune with and tame **Helper Animals** and even befriend gods quite easily. Perhaps you can go far here. Maybe. That's the hope at least.

Chicken
Ah, some of the native inhabitants (and dominant group) of Morning Land. Chickens in this land are sapient humanoids, and can fly. That said, chickens are also experiencing some pretty brutal discrimination and violence right now, even getting Egged! Be careful friend.

Crow
Oh no, you're an invader! Well… hopefully you're nicer than your peers? With this, you become a Crow, and could by default be a low-ranking warrior in the armies of Dark Raven. Crows are especially susceptible to the foul magic of Dark Raven and his sorcerous lieutenant Dark Corvo.

Perks

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

General [Undiscounted]

Optimism and Courage [100 EP]
Endless courage and boundless optimism. This perk allows you to be endlessly courageous even in the face of what feels like certain defeat, and to see the silver lining in any negative situation. You can even share this courage and optimism with a touch, or a few kind words.

Animal Allies [100 EP]
You are really good at befriending animals of all sorts. You can instantly befriend neutral animals, and the closer you get to an animal, even a mystical or otherwise supernatural one, the more you passively learn about it.

Egg Form [200/400 EP (Not available to Helper Animals)]
You can enter an egg form at will, and while in your egg form you will naturally regenerate from injuries taken, rest much more effectively than mundanely sleeping, and can roll yourself around as you are an egg controlled by the Psychic Hat. If you eat fruits while in this form your natural regeneration is further improved and your egg form becomes larger and more powerful. If you happen to have some sort of elemental aura abilities you can use them while in your egg form and the appropriate auras render you immune to the negative effects of things like fire and lava in this form. Please note that moving yourself around without the help of a chicken or a human in the appropriate attire causes you to expend energy that would otherwise heal you, so you heal a bit slower while rolling yourself around. If you wish, you can gain an elemental aura using this perk, but doing so costs an additional 200 EP. You gain immunity to the element in question, if you gain an elemental aura this way. Finally, when you get dealt sufficient harm that doesn't kill you outright, you get forced into your egg form.

Blessed [400 EP]
This is a Capstone Booster
This is a magical world, one where at least one god exists and does his best to protect and watch over the peaceful people who call this place home. This god sees something in you, and for an act of courage (or at least one where you caused change), has blessed you and given you an important mission. Or, alternatively, Dark Raven and Dark Corvo see something in you and have imbued you with a potent power, while tasking you with serving as their ultimate guardian and gatekeeper, one who intervenes to stop the schemes of the sacred god who wishes to see their invasion foiled.

From here on out you have a way with gods and beings of great magical power. They are easily impressed by you and can be easily persuaded if you wish to become their champions and gain power invested by them. Such beings are also very easy to befriend and are amused by you.

Once per jump your divine or mystical patrons will resurrect you should you perish. They'll also give you a temporary but significant boost to your power, and you'll absorb a small portion of the boost and get to keep it long-term.

Helper Animal

Animal And Egg [100 EP]
As a helper animal you possess two forms. One of your forms is that of an animal, one with elemental powers, and the other form is that of an egg. In your egg form you are not quite as helpless as you look, as you have the natural ability to move around (though doing so reduces the rate at which you heal). And you can eat fruits to grow bigger and heal faster, as well as be more destructive if you opt to hit foes with your egg-form. Each time you enter and exit your egg form you lose any bonuses to your size that you gained while last in it, and sufficient damage that doesn't kill you outright causes you to enter your egg form. You also choose an element and gain that element as an aura in both your animal and egg forms, and that element becomes infused in your very being, affecting you and your environment when you will it to.

Guardian [200 EP]
Natives and/or those on your side instinctively recognize you as an ally and powerful figure. They'll come to you with requests for aid, and do what they can to help you. Your foes will also be wary of you, and know that you are a powerful foe, targeting you before targeting any of your squishier or less independent allies.

Multi-Elemental [400 EP]
You seem to have quite a grasp of the elements. Somehow you're capable of swapping your elemental abilities though this has a cooldown that starts off at once a day. This means that you can swap out any sort of elemental powers you have with other elemental powers, letting you learn how to do things like go from being a fiery being to being one of water. Training this power will eventually let you reduce the cooldown's length.

Secondary Elements [600 EP]
Some helper animals have not one, but two elements. Cipher for example has the powers of fire and passion. You have two elements, one of which will invariably be something like fire, water, lightning, or even steel, but the other of which will be a bit odder, perhaps something like illusions or karate. You can incorporate both elements into your abilities, letting you do something like strike people down with fiery karate chops, or use the power of wind and life to create tornadoes that heal people! Also, you gain a new form which is a much larger form of your base animal form, being larger than even humans (and proportionally stronger than your base form).

Multi-Fandom [Capstone-Boosted]

Whoa, your secondary powers have been so blessed that you can now imitate beings from a whole other world! Somehow either Menie-Funie or Dark Raven have imbued you with enough power that you can tap into a world of speed and freedom, a land home to a blazing fast Hedgehog and his friends. Now you can take on the forms of *Sonic* characters, and can pull out a decent mimicry of them, letting you emulate Sonic's speed, Knuckle's power, or other key traits of *Sonic Team* characters.

Human

Punctuality Is Overrated [100 EP]
Much like Billy, you may not be *early* but you're *on time* in the ways that matter. You'll never be late in a meaningful way. You arrive when you *need* to arrive, and if that's technically late… Oh well. You'll never suffer on account of your tardiness and sometimes you being technically late allows you to do something you'd have wanted to do if you knew about it in the first place.

Age Doesn't Matter [200 EP]
You may be a child, but you're definitely a hero. And as a jumper sometimes your age will get twisted and changed through no fault of your own. So obviously you shouldn't have to suffer because of that, right? Your age will never be used against you. After all, in this setting child heroes save two worlds.

Egg Arts [400 EP]
You are skilled at the bizarre arts of Egg-Parkour and Egg-Martial Arts. While this is strongest with equipment that attunes you to chickens and their chicken-ness, you can pull off passable imitations of the various egg-arts that Billy and his friends use to traverse this world, and you can even create eggs that contain weak animal allies or mystical equipment, if you have sufficient knowledge of the animals or equipment in question. You also know that sacred Rooster Call that Billy uses to awaken future friends and free Chicken Elders, and can use this to awaken anyone who is slumbering. Even people in comas or who are supernaturally cursed to slumber can be awakened by this. Also, when you defeat foes they somehow always leave behind fruits. You can collect these fruits for your eggs.

Equipment Manager [600 EP]
You are very good at being empowered by equipment. It doesn't matter if it's a plain suit of armor, a hilariously high-tech power suit, some sort of funky power-up that affixes itself to your clothes, or even just a good looking suit, you get the most out of it. Your equipment maintains itself, is always clean (and if it gets dirty begins to automatically clean itself), and you intuitively know how to use equipment even stuff that should be beyond you, like an ancient alien bioweapon in the form of a mystical suit of armor. You are also very good at using weapons, such as giant eggs, and can creatively figure out how to weaponize anything you can personally move.

Man Make Clothes [Capstone-Boosted]
As rad as it is to be able to be really good at using equipment, being overly dependent on your gear has its flaws. If you are overly reliant on a magical or high-tech item and it's taken from you… That's bad. Or at least it *was* bad. Now you slowly but surely internalize the properties and abilities of the equipment you use, until you can use the

abilities granted to you even while not wearing the equipment. Abilities that drain the equipment of energy drain you of your energy.

Chicken

Artist [100 EP]
You are naturally capable of the sacred egg arts, be it egg-parkour or the legendary rooster call. Your master of the arts can grow in time, but for now doing feats like the legendary rooster call only works on eggs, not on supernaturally slumbering things.

Farmer [200 EP]
Eggs in this land depend on fruits. You are spectacular at growing them and can expend energy to produce fruits. You also identify, with but a glance, how many fruits an egg needs to reach the level where you can wake it up.

Chicken Technician [400 EP]
The various zones and environs of Morning Land are filled with odd technology. Sure, some tech here makes sense like windmills, but there are also bizarre pipes that are clearly designed to allow people to transport the giant eggs located here from place to place, and curious mechanical switches that can only be activated by slamming them with sufficient force, force many chickens struggle to be able to achieve on their own. You are now a chicken technician capable of creating all of this technology.

The Light [600 EP]
Your mere presence awakens goodness in others, and weakens the effects darkness and evil have on them. You are especially good at undoing magic that makes people darker and twists them away from the beauty of the morning. You can give people new beginnings, and can help them forgive others or themselves.

Morning Saint (Capstone-Boosted):
Your voice has been blessed by the god of chickens and you have gained a strange ability. You have the power to call the sun, to let loose a powerful cry that ends the night and banishes darkness. This power is normally only possessed by Chicken Elders, but somehow you have it and can use it to banish Dark Raven's ultimate and most potent acts of umbral-mysticism. You can use this on others to fill them with light and hope and the conceptual power of the dawn, of the joy and possibility embodied by a new day.

Crow

Actually A Crow [100 EP]
You are **Actually** a crow (and not a hybrid), but one with the ability to take on a crow-human form. This comes with all of the abilities and talents of actual crows, including the ability to speak human languages, and an enhanced relationship with other animals associated with darkness and night.

Corruptive Darkness [200 EP]
You excel at leading people to darkness, both literal and figurative. You're very good at tempting people to your side, and at making darkness charming and enticing. Those you corrupt slowly become hybridized versions of their base species and crows and become

loyal to you. With this you also gain the power to trap defeated foes in eggs, which will keep them alive and even conscious but they will be unable to break out of their egg forms without aid.

Dark Hybrids [400 EP]
You are knowledgeable regarding the strange hybrids that seem to constitute the forces of the Crow army. You know how to expend energy to create the bizarre soldiers that harass and attack the chickens and their allies, with how much energy you expend determining how strong your created minions are.

Crow Hybrid [600 EP]
You naturally emulate the powerful skills of the crow-bosses. You are capable of the same feats as Era Gecko, Captain Glur, Topo (including the ability to summon skeletal behemoths like Topo does), Moles, and Saltim. This makes you a fierce combatant with a deadly array of tricks and tactics at your disposal!

Umbral-Mastery (Capstone Boosted):
Oh… Oh no, are you a secret child of Dark Raven or a hidden apprentice of Dark Corvo? You have very powerful skills over darkness, and can attack or manipulate it even conceptually! You are capable of the same feats as the two leaders of the invasion, but doing so is far more draining to you than it is to them, for now at least. This is dark stuff, jumper. By expending a massive amount of power you can blanket a land in darkness which will be eternal and unyielding unless banished by a powerful agent of light or a deity.

Items

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

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Helper Animal

Fruits Galore [100 EP]
Somehow your warehouse has been positively filled with fruits. You can use this to keep yourself nice and full, or to have your egg form be positively jacked 24/7.

Elemental Array [200 EP]
This is a defense for your warehouse, or for places you want to keep safe, that come in the form of a set of traps that are keyed to the various elements present throughout this universe.

Nest [400 EP]
This is a perfect nest, one wherein if you rest you can regain energy almost instantly and heal from all but fatal wounds instantly.

Sonic Egg [600 EP]
This egg contains a special friend: a character from another series by *Sonic Team*! Which character is contained here is decided by you at the moment you select this item, and when hatched this egg lets you temporarily summon a friend with the capabilities of the character at their base form (So no Super Sonic or anything like that) that is your friend and will be able to adventure beside you for half a day before returning to their egg form and returning to your warehouse. You can summon this friend once a week.

Human

Default Outfit [100 EP]
This is a set of casual, comfortable clothes fit for adventuring. These clothes will always be clean (and are self-cleaning when dirtied), and even when you are stripped of your power they will clad you protectively and keep you safe, to some extent.

A Farmer's Dozen [200 EP]
This is a supply of eggs that will appear in your warehouse. Each day you get new and different ones, and they will be receptive to your efforts to nurture them. Half of them will hatch animals and the other half will hatch items just like the eggs you encounter in the wilds of Morning Land.

Chicken Suit [400 EP]
This is the legendary Chicken Suit! It gives its wearer the power of chickens and lets you use egg techniques to get around and to help animals either living in or trapped in eggs get free. This suit also protects against the dark and creatures of darkness would be wise to fear it.

Emblems Of Courage [600 EP]
It is a tradition for heroes to earn and be given Emblems of Courage. These are filled with bravery, love, and light, and if enough of them are collected they can empower your equipment in all sorts of thematic and handy ways! This scatters them throughout future jumps, and you will earn some when you achieve awesome things.

Chicken

Item Eggs [100 EP]
This supply of eggs is focused exclusively on the item eggs. Each day your warehouse receives a shipment of six of these eggs, chosen at random, for you and any chicken followers you have to be able to use them.

Chicken Tech [200 EP]
Your warehouse now gains a new section filled with all sorts of wacky chicken tech. You gain multiple cannons and a few loyal chicken followers to help you install and use them outside of your warehouse. You also have a lab where you can develop new chicken tech and create more copies of existing chicken tech.

Region [400 EP]
You have gained a copy of a region from Morning Land that'll follow you along your chain. Your options are *Forest Village*, *Pirates Island*, *Dino Mountain*, *Blizzard Castle*, *Circus Park*, *Sand Ruins*, and *Giant Palace*. Each region is inhabited by chickens and helper animals and they view you as their leader.

Giant Egg [600 EP]
This egg is massive and requires a truly awe-inspiring amount of fruits before it'll hatch. If it hatches, however, the one who hatched it will gain a terrifying boost to their power and become fiercely mighty. Normally there is only one of these in the setting, but yours is fiat-backed and exists in your warehouse by default. You can only hatch the giant egg twice per jump, and the boost you get from the egg lasts long enough for you to have a climatic encounter and overcome tremendously powerful foes.

Crow

Cute & Cuddly… Crows? [100 EP]
A small part of your warehouse is turned into an area fit for a petting zoo. Cute and adorable animals are placed inside of it, and these animals are incredibly susceptible to dark and corruptive powers you possess, especially any powers that grant them new abilities. You can easily turn these critters into crow minions, and if defeated they burst into fruits and are teleported back to your warehouse.

Golden Eggs [200 EP]
This is a supply of special Golden Eggs that can imprison those you defeat or trick into them. People imprisoned in a golden egg do not rest, and indeed gradually grow weaker and smaller. You can decide the extent to which they will weaken, and even decide if such an imprisonment will eventually be fatal.

Behemoth [400 EP]
You have a skeletal mount that can be of any mythological beast you wish. This mount reanimates at your command and can ferry you wherever you wish, as well as is great in battle.

Night Land [600 EP]
You have gained a copy of Night Land to tuck away in your warehouse. This is an inverted copy of Morning Land but still clad in eternal night. Crow minions spawn passively here, including crow bosses (though they spawn much less frequently) and everything inside is undyingly loyal to you.

Companions

Companions can purchase more companions.

Companion Import [50-200]
So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Specific Canon Character [100 EP]
You want a human here to accompany you? You got it! Are you a fan of mystic crows? Maybe even magical chickens? They can come along too! With this, you can get any character from the game to come with you. Canon characters to whom origins correspond come with their perks and items (though not capstone-boosted versions).

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.

Another Universe [+0 EP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 EP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 EP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

Extended Stay [+100 EP]
For each purchase of this your time here is extended 10 years. The first installment of this drawback, for this jump, simply extends the jump's duration to the standard ten year duration that is the standard for jumps, but it still affords a jumper with the regular amount of points.

Inscrutable Eggs [+100 EP]
You cannot identify eggs in advance of hatching them. Normally you can clock an egg by looking at it with the right knowledge, but with this you must look at an egg and actually hatch it to figure out what's inside of it.

Damageable Suits [+200 EP]
All of your equipment can be damaged now. Even normally undamagable things can be hit and hurt. Some items, like the Chicken Suit, can be healed if they can absorb fruits, but any sort of equipment can break.

Picky Eggs [+200 EP]

Eggs now only take specific types of fruits, rejecting other types. At this rank of the drawback other fruits don't hurt them they just don't eat them. If you want an additional +200 EP then the wrong types of fruits are actively harmful to the eggs.

Crow Claws [+400 EP]
Somehow crows got a major damage boost. With this crow attacks can two-shot eggs, and can pierce your durability, dealing incredible harm. This doesn't make them any faster or smarter thankfully (unless you want to add +200 EP to how much this gives you).

Draining Darkness/Baleful Light [+400 EP]
Ooof. This causes supernatural darkness to actively drain you. The effect of this is that each of the regions of the game, when still shrouded in eternal night, become corrosive to you. You have a five minute timer to navigate the region, find the golden egg, and get it hatched, or else you lose a life. If you want to take this and flip it, you can instead be tasked with shrouding regions in the light back in darkness, with the light effecting you the same way the darkness would have. To accomplish this you must race through the region and Egg the chicken elder before casting a spell to shroud the place in darkness.

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

Water Is Wet. And Fatal. [+600 EP]
In this world few things are as dangerous as sufficiently large bodies of water. Any water deeper than you are tall instantly destroys eggs and inflicts great harm on the body, at least with this drawback active.

Two Worlds One Destiny [+600 EP] (Mutually Exclusive With The Darkening)
And not in the fun way. The fate of Morning Land is linked to the fate of Earth, and if you don't act then the fate of Earth gets much, much darker now. This is true even without the drawback, as evidenced in the opening scene of the game where crows and chickens make it to Earth, but this dramatically speeds up that process. The longer Morning Land is shrouded in shadows the worse things get, and if Earth falls you lose this jump.

The Darkening [+600 EP]
The opposite of the last drawback, this time you're siding with the crows and you WANT to shroud the land in shadows. If Earth does not fall to eternal night before the jump is over you lose the jump.

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.

Notes

-Sometimes plans change. This jump was originally conceived of as a Supermarket-Style jump and became an Origin-ed jump in the reverse of what happened to the Grown Ups jumps.
-I created this entire jump in about 4 and a half hours from start to finish. Wild.
-Have a link to the extremely helpful Billy Hatcher fandom wiki.
-I'm gonna offer you a nice egg in this trying time so hard right now.