

Welcome, Jumper, to the world of Shantae. Long ago the Guardian Genies protected this land from monsters and other evil creatures. Because of them, it was a land of peace for many years. In this time, the Genies fell in love with mortal men and had children. And so the half-genies were born. Not too long after, the genies vanished for reasons unknown and now the remaining half-genies have taken their place as protectors.

The story of this world follows one such protector half-genie, Shantae, as she protects Scuttle Town and the world from the likes of the wannabe Queen of the Seven Seas, Risky Boots. She will gather many friends and fight many foes, even at one point losing her magic altogether after one of the plans of Risky Boots comes to fruition. She eventually gets it back after teaming up with her nemesis in order to take down the resurrected Pirate Master, former master of Risky Boots and killer of many of the Genies. This is not the end, and many adventures still await this young dancing half-genie.

You will be inserting into this setting a few months before Risky Boots would attempt to steal the first Elemental Stone, and will be leaving a decade after. You gain **1000CP** to spend on the options down below.

Origins: *Choose your gender for free, and roll 1d8+17 for your age.*

Average Joe



Despite all the wacky adventures that people go on in this world, the vast majority of its inhabitants are just ordinary everyday people, going about their business as per usual. They don't have to concern themselves with giant beasts or saving the world. You will be starting off as just another one of these people. There is no onus for you to do anything but relax if you don't wish.



Protector

While the Guardian Genies were, and are, the main protectors of the land, they are not only ones. Many people are willing to stand up and fight or defend their homes. People like the Royal Guards and various warriors. You yourself will be starting off as a protector, tasked with protecting some area or land from the forces of evil. If you do go out adventuring, please make sure to think of those you are leaving behind. Without the once great genies around, the land is not as safe as it once was.

Scientist

The world has been through some rough times. Many advanced civilisations have risen and fallen over the years. This can be seen from the Relic Hunters, who often unearth futuristic devices such as electric dynamo's and flying ships, which are at odds with the varied and slightly primitive items that many people use. You are one of those people who make it their business to study and understand these gadgets. A true scientist, you wish to understand the world and potentially even build a better one.





Pirate

Monsters are not the only evils present within this world. Pirates, thieves, bandits. They all still exist in this world, and are no small threat. In fact often they are far more dangerous than any single monster could be. Perhaps most famous of them currently is the infamous Risky Boots, self proclaimed Queen of the Seven Seas and archenemy of Shantae. You will be starting off in this world as a pirate yourself. Or something similar, if you wish. While not yet as well-known as Risky, you may still wish to avoid getting noticed by the local police.

Baron

The Barons are a group of people that typically like to pass themselves off as artifact collectors. The people of Sequin Land tend to know them better as thieving bandits. While not particularly a cohesive group, they are still known to work with each other on occasion, and generally share the same goal: gaining more power. Despite focusing on their self interests, the Barons aren't entirely bad guys. At the very least several of them can hold pleasant conversations with Shantae in the right circumstances. You are an as-of-yet unknown member of this group.



Species: *Choose the species that you will be starting as.*

Humanoid
You will be entering this jump as a human, or as a species that is not too dissimilar to one. This is a world with cyclops', mermaids, lamia, and more, so this still leaves you with a plethora of choices. Your particular species is not particularly magical or special compared to any other species.

Zombie
The dead are not so restful in this world. While not everyone who dies will become a zombie, a good number of people will. A zombie bite is not needed for someone to turn into one, luckily. There are two kinds of zombies: the mindless kind that seek only to eat living flesh and the intelligent kind who are capable of living in civilised society. Apparently all it takes is a cup of coffee to convert the former to the latter. You will start off as a smart zombie. A natural advantage of being a zombie is that you will be able to survive from damage up to and including beheading, as long as your actual head remains intact.

Monster
Instead of the more humanoid species, you will instead be starting off as a species of monster. While you will generally be slightly more dangerous than the average human, you will also be far more likely to be targeted by said humans, and their protectors. This option includes things like the Warp Squids of which Squid Baron is a part of. You could alternatively be something like the Tinkerbats that follow Risky around.

Siren [100]
There is a good reason that the Sirens are a rare sight nowadays. It is because the majority of their race was sealed by a genie long ago, to end their cruel tyranny. Few of their members are free, but that may be set to change in the near future. The Sirens physically are some kind of fusion of human and sea creature. They are capable of feeding on the life force of Mortals and thereby keep their beauty and youth indefinitely. You will be starting off as one of the few sirens who managed to hide from the genie. You can choose what kind of sea creature you are fused with now.

Half-Genie [400]
Born from the union of Genie and Mortal Men, interestingly every member of this species is female. There is only one generation of this species and if the Genies do not return from the Genie realm there may not be another. Each half-genie is born with a unique ability. Shantae had the ability to transform using her belly dances. Other Genies had the ability to see the previously unseen, revitalise and heal dying life, create localised earthquakes, and so on. Finally, to live up to their name, Half-Genies can also grant a person's wish, within reason. Shantae herself has only ever done this once, to restore Scuttle Town after it was converted by the Ammo Baron. You will gain the ability to grant three wishes each jump, of a similar level to changing an entire town.

Location: *roll 1d8 for your starting location.*

Scuttle Town - This is the hometown and location of Shantae. It is this town that she protects as the Guardian Genie. The town itself is currently owned by Mayor Scuttlebutt, and is occasionally attacked by Risky Boots due to its proximity to the ocean.

Oasis Town - This is the hometown of Sky. At the beginning of the jump, before she meets Shantae, this is where she resides. It is located in the desert and is near where the Golem Stone was lost.

Paradise Island - Currently this is a mostly empty island. A far cry from what it will soon be built up to. By all accounts on the surface it appears to be a rather pretty and tropical small island. However underneath, a giant Siren ship lays buried and dormant, it's inhabitants suppressed and trapped by a Genie. Risky is soon to find this island.

Lonely Grave - You will be starting on a small, dark, and forbidding island. Nothing is on this island bar a massive tombstone. For obvious reasons, few sailors pass near here. It is here that the remains of the once infamous Pirate Master lie, after he was killed in a great fight with the Genies.

Tan Line Island - This island is a small desert island. Rather reminiscent of ancient Egypt, a large temple stands at the center of this island. The temple itself is populated with a small civilisation who worship their princess. Unfortunately they don't have the best of eyesight so have a slight tendency to grab any women that pass by, under the misunderstanding that they are the princess.

Mermaid Falls - This area is on the same landmass as Scuttle Town, but much further up the coast and more inland. As its name suggests, it is a land of waterfalls and mermaids. The mermaids themselves are a typically peaceful race though also ready to throw down should they need to. In a few years the Techno Baron will arrive here and kidnap many of the mermaids to use as monster food. There are small human settlements nearby.

Cape Crustacean - This place is another island separate from the others. What is special about this place is that it is the location where the famous magic carpet race is often held. With sheer cliffs instead of beaches, it is little wonder that some kind of flying device is needed to navigate the land. In the distance you may be able to spot some floating mountains.

Sequin Land - Rather than anywhere specific, you will instead by starting someplace at random (or of your choice) in this wide, wide world. This could be any of the above options if you wish, or somewhere completely different such as Saliva Island or Tassle Town. Just make sure you have some mode of transport, if you decide to appear in the middle of nowhere.

Perks: *100CP perks are free for their origin. Otherwise each perk is half price for its origin.*

Colourful Person [Free]
This is a setting where the inhabitants are extremely varied in both colour and appearance. With green zombies, purple pirates, and more, people can have more than just a bright personality. You too have some colourful feature that might stand out in other settings. This could be something simple like your hair or eye colour, or something more major, such as skin.

Beach Body [100]
It wouldn't be an exaggeration to say that many, *many*, of the people within this world are pretty attractive. From the heroes and villains, to the everyday townsperson. People also have a slight tendency to show off their midriffs here. Count yourself among those numbers Jumper. The attractiveness, not the midriff thing. Unless you want to anyway. You are beach body ready, with supple clear skin, and a waistline you could happily show off.

Magical Energy [200]
There are many different types of magic out there. Curse magic, light magic, teleportation magic, siren magic, and so on. Magic can further be divided into light and dark. Light magic is pure, while dark magic is evil and corrupting. Not everyone possesses the magical power necessary to use magic, but you do. You have that spark necessary to learn some form of magic. On top of this, you will already be proficient in one type, which you can choose now. Be warned that there are ways for people to steal your magic in this world, and magic is not so easily regained.

Average Joe

Dancer [100]
Dancing can be done for many reasons. Often it is done for fun, to have a good time. Other times it is done as part of a career, to make a living. And sometimes it is done because a half-genie needs to in order to use her magic transformations. Whatever the reason you are choosing to do it Jumper, you are at least very skilled at it. If you wanted you could probably make a pretty penny by going to perform at the various dance parlours that dot the towns of this world.

Chef Jumper [100]
Do not underestimate the good a well prepared meal can bring. Not only are they a delight on the tongue, raising the morale of those who eat it, but a healthy diet is important for keeping the body in tip-top condition. In rare circumstances, they can also be used to open previously closed doors; such as the entrance to a certain Squid's cave. You are a fully trained chef. You could even open up your own little restaurant if you wished, though be wary of pirate infestations.

Beast Trainer [200]
With the varied wildlife present within this world, it is little wonder that some people made it their job to tame and train them. Sky, for instance, makes a living out of training War Birds. Her trusty companion is a War Bird named Wrench, whose own combat prowess is nothing to scoff at. By taking this, you gain a good talent for training animals and other less intelligent beasts. It's not fast work, but once finished it is rather useful.

Master Of Disguise [200]
Among her other talents, Risky Boots is rather talented in her ability to disguise herself as someone else, and put on an entirely different persona. She was able to comfortably pretend to be a kind hearted and concerned mayor of the opposite gender for days. She was only found out once she revealed it herself, despite the fact that Shantae interacted with her numerous times both in disguise and out. Like Risky, you are very good at becoming someone else. Posture, voice, acting; it can all be changed on a dime. It certainly helps though, when the people you're fooling don't seem the brightest.

My Mind [400]
What a dense brain you have! Holly just can't seem to penetrate it at all with her magic. How is she supposed to become the best and only memory if she can't erase Shantae and your memories? Everyone else in Scuttle Town could be reduced to bumbling babies who remembered nothing that they used to, yet Shantae and you would be completely unaffected. Any kind of magic or power that would seek to change your memories would find your mind eluding their grasp however much they try. Your neurotransmissions are safe.

Strong Man [400]
Not everyone has the advantage of magic, so they need to train their body instead if they wish to keep up with those who have it. Bolo, for all his great incompetence, is a strong guy. Where others would leap over an obstacle, or find a way around it, he would charge in with bullheadedness and crash through it. Like him, you have put a good deal of work into improving your body. Carrying a heavy stone coffin wouldn't be out of the question, and with a sturdy mace in your hands you could even potentially reduce large boulders to rubble.

Strongest Memories [600]
Just because someone is gone does not mean they are forgotten. Though sometimes that can get flipped on its head. Sometimes it's because they are not forgotten that they are not gone. Quite literally in fact. Holly Lingerbean was a memory that was able to live on as long as people remembered her. Even after vanishing, if someone were to remember her existence she would return. This was her ability as the Strongest Memory. An ability you too now have. Once per jump, as long as people are actively remembering you, you can come back to life.

Protector

Perfect Hair [100]
Generally your hair needs a good deal of looking after if you want to maintain it in tip top condition. Using it to dent metal plates and defeat evil is the kind of thing that is likely to leave it much worse for wear. Split ends would be the least of your worries. Magic has infused into your hair though. Like Shantae, no matter how much abuse you put it through, your hair remains tidy, clean, and unharmed. Yet strangely if you wished to cut it, a normal pair of scissors would do fine. This also lets you have seemingly gravity defying hair without needing gel, just as a bonus.

Prove Yourself [100]
Some jobs, especially being some kind of guardian, are not easy to retain. A single misstep leads to some buildings being damaged and the next thing you know you are out of a job. For the second time. But overall this is simply a road bump for you. As long as you can prove that you can still do the work you can fairly easily get back the job that you had only recently lost. That is, if you still want to work for people who will so quickly fire you.

Oldest Sister [200]
With age comes maturity. With time comes wisdom. Perhaps it is for this reason that older siblings are so often the ones to give helpful advice to their younger siblings. It's easy enough putting on a brave face, it's harder still to make that a reality for others. Like any older sister would aspire to be, you are brilliant at giving motivational pep talks and raising the confidence of your friends. A combination of natural charisma and well chosen words working in wonderful concert.

Monster Bowman [200]
The weaponry within this world is something of a strange mix of new and old. It would not be an uncommon sight to see monsters using guns to fight tribes of people wielding bow and arrows. Whichever you happen to be using, being able to actually hit your target is the most important aspect. As an experienced hunter yourself, you are very skilled in the ways of using ranged weapons. While you won't be winning any competitive sports in it, you are at least at the level of a trained competent warrior.

Genie Warning [400]
Despite moving to the genie realm, the genies there still have some awareness of the world down below. They have been known to come down and warn their select champions of approaching danger should it threaten the world or the genie realm. It may be no fairy godmother, but for some reason you have been assigned your own personal genie messenger. If some great danger is approaching, or some people work to awaken a calamitous beast, this genie will appear before you to warn of it. They may not be able to give specifics, but you will be made known of some details. At the very least you will know to prepare for something.

Power Of Friendship [400]
Enemies can be the strangest of friends. Despite all that she has done, Shantae was still willing to believe in Risky Boots, even trying to befriend her numerous times. Funnily enough, this actually worked. A small amount at least. While Risky is still more than willing to organise Shantae's downfall she is also entirely willing to work with her too, if need be. Like this duo, you will find that your archenemies are usually willing to work with you, albeit if for their own interests. Sometimes you may even end up as proper, though strange, friends.

Second Phase [600]
In a proper boss battle, it is pretty rare for the boss to go all out at the start. They always like to save their power until they are forced to get serious. This often involves some kind of transformation, as they increase in size and use more powerful attacks. It's only those beginner and filler bosses that don't transform. You wouldn't want to be like the Squid Baron now would you? Desperately trying to reach final boss status. This is a little leg up in that direction: your very own second phase. As mentioned, this will allow you to enter into a stronger, more durable, not to mention larger, form. After a while this transformation will fade. It will last maybe half an hour at most.

Scientist

Dark Vision [100]
Often on her adventures Shantae is forced to enter into some kind of cave or ruin set deep within the ground, far from where the sun shines. More often than not they will have some form of lighting, allowing people to see inside. Not always though. Despite this, however dark the area you are in, you would still be able to see a reasonable distance. Even in pitch black rooms you would still be able to vaguely see several feet in front of you. Night time would simply be slightly harder to see in, rather than near impossible.

Soul Of The Party [100]
Some people are simply bright and optimistic people. Peppy, even in the face of impending doom. That isn't to say that you don't take it seriously. Far from it! It's just that you don't let it affect your mood. You have quite the ability to crack a smile and make a joke no matter the situation you face. Always look on the bright side of life Jumper. There is always a way forward. Others might look to you as a fountain of unending hope.

Relic Hunter [200]
The relic hunters are a group of people dedicated to helping the future by digging up the secrets of the past. You can count yourself a member of this group, along with the likes of Uncle Mimic. There are many strange and fantastical designs lost to the winds of time within this world, such as a "steam engine" and a "bicycle". You are very adept at finding them. You can easily see the signs for where they might be buried, know the best way to excavate them, and so on. You might make a great regular old detective, given your propensity for solving puzzles and finding clues, if you weren't so focused on relics.

Just What I Need! [200]
Fetch quests are incredibly tedious, aren't they Jumper? However by some stroke of luck, or perhaps the machinations of the genies, you often seem to encounter the very thing you need soon after finding out about it. Sometimes you may even find it before then! Though make sure to keep a wary mind. You may find that you are finding exactly what your nemesis *wants* you to find. You don't want to be dancing on invisible strings, now do you?

Battle Recovery [400]
Life is a mysterious yet oddly quantifiable thing. It's energies can be stolen by spells, and it's boundaries can be increased by items. When you kill a foe, occasionally you will be able to take a small portion of their remnant life and mana energy into yourself. Doing so will recover your own stores of it, potentially healing damage you may have accrued. Not every being you kill will do this. Perhaps only one in six, on average. As you might expect, the more life or mana you have, the less overall effect these scraps will have for you.

Fast Builder [400]
Once you have the right materials on hand, few are able to match you in the sheer speed at which you are capable of building or fixing things. A wagon could be rebuilt in hours, even minutes, from a state of complete disrepair. A complex dynamo device could be built within a day, right from the basic steps of forging the copper wires from the ore. You are the go-to if someone needs something made in a hurry with no sacrifice in quality.

Engineering The Future [600]
While relic hunters dig up technologies of the past, someone is needed to actually understand and reverse engineer them. As a proper scientist you are equipped to fill that position. It may surprise you to know that Risky Boots herself is knowledgeable enough that she could subtly alter the blueprints to a newly discovered device to suit her plans with no-one the wiser. Like her, and Mimic, understanding new technology comes easily to you. Reverse engineering new technology, figuring out outlandish equipment; with your skills and experience it wouldn't take you very long to do either.

Pirate

YAR HAR HAR [100]
You may be able to talk-the-talk, but if you want to be a pirate you need to be able to walk-the-walk. It's hard to be queen of the seven seas when you can't sail them in the first place. By taking this perk you will gain all the basic ship skills necessary for journeying over the ocean. This includes knowing how to navigate, knowing how to hoist the sails, and so on. As a side benefits this also means that you won't suffer too badly from sealegs.

Durability [100]
People in this world can survive a surprising amount of damage. Even many people who would seem like normal humans. Perhaps it is due some ambient mana strengthening their bodies, but you are more likely to be dazed crashing into the ground at speed inside a barrel than you are to be particularly hurt. You are also much less likely to get some kind of neck pain from whipping your head back and forth violently. If you did that kind of thing.

Leadership [200]
What use are troops if you can't lead them? Knowing how to direct troops and how best to utilise them is important if you don't wish to do all the fighting yourself, right at the front lines. As a proper leader, it only makes sense that you are skilled at this sort of thing. How could you possibly take over Sequin Lands or conquer the seven seas if you weren't? You may not be a genius tactician, but you are certainly a good commander.

Escape Artist [200]
On more than one occasion, the characters of Shantae have had to make some sneaky escapes. Some more justified than others. You can't stay trapped in a desert temple dressed like a princess after a case of mistaken identity when you have a world to save after all. Luckily for you, you have a particular knack for breaking out of, or into as the case may be, heavily fortified locations. Tip toeing around the guards, hiding in dark corners, climbing ropes so people don't see you, it all comes naturally to you.

Act Of Kindness [400]
It is a little known secret that magic can switch between light and dark, good and evil. Some artifacts have been made over the years that can do this in some way, usually as a byproduct of their purpose. What is less obvious is the fact that it can switch just by your behaviour. If you wish, magic in or around you can have their alignment flipped as long as you act in the relevant manner. Going around and being a goody two shoes could cleanse the dark magic you have on your person, and acting in a genuinely evil manner could corrupt the light.

Villainous Plan [400]
There is nothing better than the feeling when a plan comes together perfectly. What kind of villain would you be if you can't pull off a grand plan? A boring and mediocre one. No need to fear though. You have been coached by Risky Boots herself in ways of formulating clever strategies and predicting the behaviour of your foes. While you may no longer be under her umbrella, those lessons have stuck with you like glue. With time and practise, your talent for those kinds of games of manipulating men will only grow.

Devourer Of Memories [600]
Like Wilbur, the giant worm pet of Holly, you have the somewhat special ability to feed on people's neurotransmissions. Specifically this means that you can consume people's memories. Once devoured, people will naturally forget those memories that they have lost. You can be somewhat selective in which memories you devour should you choose. Perhaps as you might expect, you could subsist off of memories if you wish, their energy somehow nourishing your body like food. You don't have to even be particularly close to do so, as long as you can focus on the target brain.

Baron

Hardcore Parkour [100]
You would be surprised by the number of roads that the worlds contain, if you were just to think in more than just two dimensions. You could walk around for a few minutes to pass an odd ruin or tree, or you could travel over it! To perform these kinds of maneuvers requires you to be deft on your feet, with a good balance. Traits that you have in spades. You've been using these odd and complex routes since you were young. Parkour for you is as natural as running is for anyone else.

Tonal Flip [100]
There are some people who can't read the mood, and there are some people who just change the mood entirely. You are the latter of the two. Just your very introduction into the situation could wildly change the tone of what is happening. Like with the Squid Baron, what was once dark and serious might suddenly get turned on its head to become comical instead. Instead of calling you out, other people seem to go along with it.

Breeding True [200]
There are many different species in this world, many of which appear extremely similar to one another. Despite this, the only half-breed you would hear about is the Half-Genies. Unfortunately, despite their similarities, most species cannot interbreed. You however, you have that same little spark that the genies had. Whatever it was that allowed them to bear children with mortal men. If you wish it, you are able to produce healthy and fertile young half-breeds with other species. They will inherit some of the power of each species they come from, though not up to the same strength as the pure-blooded.

Villainous Network [200]
Is it not slightly strange that villains frequently appear to know the plans of other villains? Even if not to the letter, they least have a general idea as to what they are getting up to. It's as if there is some great big villainous network, so that people don't get in each other's way. Or perhaps they simply make it their business to know what potential problems are getting up to. Either way, you have managed to make your way into the same kind of network. Often you will receive word of the plans of a local villain before they set it in motion fully.

Those Are Mine! [400]
There are many ways that people can possess the ability to steal another's power. Not just purely magical powers either, but things like your life force too. What doesn't change though is that that power is rightfully yours, and them stealing it doesn't change this fact. As long as you can get close to the person who took your power, and prevent them from resisting, you can forcefully reclaim what is yours. No lamp is going to keep your magic, and no siren is going to use your life force.

Baron Of Wealth [400]
Others may call you a bandit, but you know you are a businessman at heart. Taking over the world is not a cheap venture, so establishing a strong influx of money is very important for plans of world domination. You understand economics. You know the ways to earn lots of money quickly. Even if you occasionally have to resort to some less than savoury tactics, you are more than able to obtain the funds you need most of the time. And not in small quantities.

Giga Jumper [600]
Some creatures are big. And then some creatures are BIG. You are the latter. You could be up to 100 feet tall if you wished. A titan among mortals, though by no means alone. There are several beings who are your equal in size. The queen of the mermaids for instance, or Wilbur the worm. Even the Pirate Master had the ability to grow to massive sizes. With this greatly increased size comes a strength to match it, yet interestingly there is little reduction in your speed. If you wish, this could be either your permanent size, or a temporary transformation like that of Wrench.

Items: *You may discount two items of each price tier. 100 and 50CP items count for the same tier and are free on discount. Items that fit can be imported into the options down below if you wish.*

Salted Caramel [50]
This is a bag of tasty treats. Salted caramels to be exact. They are a pretty nice sweet to have, and not too rare. What is interesting is that this specific type of sweet has an extremely strange and unique effect on War Birds: When fed on a diet of salted caramels, War Birds may develop the ability to briefly grow massively in size. They could easily go from the size of a normal bird to well over the height of a human.

BRAAAAINSS [50]
While they may be intelligent, the smart zombies still do prefer to munch on people's grey matter. Unfortunately buying those is not exactly easy in most parts. As such, when the Zombie Caravan passes through, pets and other small animals have been known to 'mysteriously' vanish. If you are a zombie, you don't have to worry about that anymore. This is a small fridge that contains a steady supply of brains. For when you get peckish and don't want to resort to eating your friends, or their pets.

Cosplay Clothes [100]
Shantae and co have been forced into a fair number of different clothes. Whether literally forced or by circumstance. This is a large closet filled to the brim with a whole bunch of similar cosplaying clothes. It has genie clothes, pirate clothes, desert princess 'clothes', beach wear, space cop uniforms, and more. Fun for all occasions. There is even more than one copy of each, so you can dress up with your friends.

Fake Mask [100]
While some people in this world are silly enough to not recognise their good friends just because they are dressed like a genie, others need a slightly better disguise to be fooled. This is an incredibly lifelike all-encompassing mask, that appears to all the world as if it were a real face. When not worn, the appearance of the mask can be changed via magic inherent to it. While worn, your voice will also be slightly changed. With this you would be able to easily pose as something like a mayor if need be. Just make sure your acting is also up to par.

Giant Fish [100]
These are some fish of a rather massive size. To get a bite of food, they will happily leap out of the sea in order to grab something if it is dangled over them. If that thing happens to be a human? Well, they don't exactly have teeth, so they just swallow their legs which makes the victim look rather similar to a mermaid. It's actually pretty harmless for both the fish and the humans, provided it is the legs that are engulfed and not the head. You will be receiving a small lake filled with these fish. Hundreds swim the depths. These could be used to create some fake mermaids, or be used as a source of food if you are in the mood.

Small Boat [100]
There are many islands in this world, all relatively close to each other. Travelling between them would either require flying or going by sea. This is for use of the latter, if it wasn't obvious. As a small, single mast boat it only has enough space for a few people to stay in comfortably for extended periods. It is still a reasonable step up from a row boat though.

Death Mask [100]
An ancient ritualistic mask that was dug up very recently. Nearly 15,000 years old., It was originally fossilised but after some careful work from Bolo it was restored. It emits an ominous otherworldly aura that makes those of the dead recognise the wearer as one of their own; a fellow lost and tormented soul. It is with this mask that Shantae was able to pass Hexer and enter the Village of Lost souls.

Dance Parlor [100]
It should probably not be too much of a surprise to learn that Scuttle Town has a dance parlour, considering Shantae and several other town folk are frequent dancers. Shantae would occasionally visit there at night to practise her skills and earn some extra cash by going on stage. This is your very own dance parlor, complete with a few regulars to entertain customers. If you wanted, you could perform there yourself. This parlor will be placed somewhere of your choice each jump.

X-Ray Specs [200]
A pair of glasses that were originally owned by the infamous Squid Baron for… whatever reason. As its name might suggest, these specs allow the user to see through things. If you wanted, you could use them to peer past layers of sediment and rock to read inscriptions on tombs. Alternatively you could put them to use in other, perhaps less innocent, ways. They also happen to make the wearer look rather smart. You might even get a chance to be hired by the Techno Baron!

Magic Silkworm [200]
A magical carpet needs magic silk. The source of the thread for the legendary magic carpets comes from Magic Silkworms. Sadly they are an endangered species, which is doubly sad as they are incredibly cute. The silk that these worms produce is imbued with magic and allows items crafted from it to fly. Not just carpets, clothes made from this silk would also be able to fly. The Ammo Baron planned to use this silk to give his troops constant air superiority. You have received several dozen of these silkworms. Treat them well Jumper, their numbers are few enough as is.

Teleport Pads [200]
These teleport pads are yet another example of the strange variation in technology levels present within the world. As the name says, these are small platforms that could fit two people comfortably. These pads can be linked to each other such that stepping on one will swiftly transport you to its target pad. Multiple pads can be programmed to head to the same destination if desired, though the reverse is not true. The Sirens made use of this technology to quickly get around their massive ship and the local area. You receive a total of 20 of these teleport pads.

Skeleton Ride [200]
A zombie caravan has to have a fitting zombie carriage. Rottytops and her brothers get around in style. And by that I mean they travel in an appropriately themed wagon pulled along by a large skeletal horse. It's rather useful actually. It can maintain a good pace almost indefinitely, owing to its undead nature, and is good for travelling through monster infested areas safely and quickly. You have gained your own version of this carriage, complete with skeleton horse. It could seat a little over half a dozen people at once. More, in fact, if you don't mind packing in tight.

Factory [200]
Large scale operations require large scale industry. That's why it might be handy to have this: a factory. Size wise it is pretty spacious, being able to fit comfortably within a small mountain. The inside is filled with many different conveyor belts and hooks that can be moved around with relative ease, though has little in the way of dedicated machinery as its purpose is not yet set. It's also got plenty of storage space. This would be very useful for working with large amounts of items... or people. It can be placed somewhere in the world of your choosing.

War Bird Roost [200]
Sky can often be found in her very own War Bird Roost. It is a large, open building with most of the walls covered with various nests and eggs of different shapes and sizes. Some of those eggs can get to impressive sizes, nearly as big as a person. This is where she hatches and raises her War Birds. This isn't a unique building though, and so you have a similar version of it. It even comes with a few dozen war bird eggs of varying types, as well as basic equipment for training these birds. This building will appear somewhere of your choice in the world.

Tuki [300]
If you ever happen to see an innocuous purple pot sitting in an odd place, consider giving it a tap. If a monster happens to pop out, don't immediately attack it. It may well be Tuki! Tuki is a sneaky naga who likes to sell magical wears to passing travellers. The items could range from normal healing potions to more rare options such as magic spells. How she gets around so much and so fast is a bit of a mystery. She will now even appear in future jumps. You may encounter her pot while wandering around. She will continue to sell magical items and spells, though these will also include things from the current jump.

Battle Tower [300]
The original Battle Tower was owned by the Ammo Baron and run by Barracuda Joe. It had several advantages to it. By paying a small entrance fee, civilians and others could enter into the tower and had to race to the top of the eleven floors before the timer runs out. As they do so, they must navigate treacherous terrain and defeat numerous beasts. Those who reached the top won a small cash prize, with the amount gained increasing depending on how fast they finished. This let the civilians and soldiers train themselves, and also earned the Ammo Baron a pretty penny. You have come into possession of your own version, complete with a cash prize of up to $100 for a fast run.

Heart Squids [300]
Dotted around this and future worlds is this strange species of Heart Squid. Small, red, and shaped like a heart, they are similar but different from the Warp Squid species of which Squid Baron is a member. There is a special profession known as a Squidsmith whose job it is to smelt down several of these Heart Squid into a Heart Holder. This, when worn, can increase how much damage a person can take before dying. It increases their maximum health, if you will. It would increase by about half again for a normal human, the first time around. If you don't mind killing a few cute and innocent squids, you could do the same. This naturally comes with the instructions on how to make the Heart Holders.

Proper Pirate Ship [300]
A proper pirate needs a proper pirate ship. Raiding and pillaging requires it! Even aside from needing it to combat the town defenses, a large boat is needed to store all the loot and minion. This is a ship to rival Risky's own. It has multiple cannons, two sturdy masts, several floors, and a good number of crew quarters. For some reason it also comes with a heated bubble bath, for if you decide that you like commanding while having a soak. Sail the seven seas in style and comfort Jumper.

Pirate Master's Effects [400]
It may surprise you to know that for the most part Risky is not that much stronger than a regular person. What makes her so dangerous, aside from her smarts, is her personal effects. That is because they once belonged to the Pirate Master and as such were imbued with a fraction of his power. This consisted of a hat that could be used to parachute, shoes that let her run far faster, a gun and portable cannon with seemingly endless ammo, and a powerful cutlass. You have come into possession of his spare set of things, with identical powers. With this you could stand toe to toe with Risky in battle.

Money Bags [400]
No matter the world, money still makes the world go round. Repairing a town requires lots of it, as does leading a war effort to conquer Sequin Land. Airships aren't cheap after all. Similarly funding your own squid themed game costs a pretty penny too. You have come into an inheritance of cash. A million dollars, to spend how you wish. While this isn't quite at the level that the Barons might use, it would still give you a good amount of leeway in what you can spend on.

Village Of Lost Souls [400]
The Village of Lost Souls is a place separate from that of the living, and those that have passed on. Lost souls naturally gravitate towards here over time, lost in their sorrows. There they stay, to forget about their woes and live out their unlife in peace. Even the souls of those turned into Zombies can end up here, despite their body still having life of some form. If, by some miracle, you were able to find and bring one of the lost souls within here to their preserved body, you could potentially revive them. The entrance to this village can either be attached to your warehouse or placed somewhere in the dark corners of the world.

Ammo Stock [400]
A good army needs proper supplies. Fighting with their bare fists is hardly going to get them very far. They need weaponry. They need guns. Somehow you have come into possession of a veritable mountain of different guns and bullets. If the Ammo Baron shows up complaining about the disappearance of a few supply trains full of weaponry, that is probably just a coincidence. These guns mainly consist of machine guns with a bayonet attachment. They fire bullets in bursts of three rounds. If you counted them all up, you probably have a few hundred all things told, as well as plenty of ammunition to accompany it.

Explosives [400]
Sometimes a simple tempting meal or gun won't get the job done. Sometimes you need to bring out the big guns: Explosives. Where other items may have let you supply a small army, this would let you destroy one. If you want to use most of it just to open a few secure doors? That is your prerogative. You will be receiving multiple pounds worth of dynamite, dozens of small bombs and missiles, and most importantly three large tanks with an impressive layer of armour. With all this, you could do some real damage if used in the right way.

Fusion Stone [400]
Fusion stones are a mysterious and valuable type of rock that hails from Paradise Island. Spewed up from a volcano ages ago, these rocks have the ability to allow a person to combine their magic with someone else. It is using these stones that the other half-genies were able to lend their magic to Shantae. The stones can also be forged into useful artifacts like the fusion coin, which allow you to instantaneously transform into the species inscribed upon its surface, gaining any inherent abilities that species may have. A small portion of a stone is all that is needed to make one of the coins. You will be receiving half a dozen of these stones.

Elemental Stone [600]
There exist four stones that embody certain primordial elements of the cosmos. The drizzle stone embodies Water and infinitely produces water, the sizzle stone embodies Fire and infinitely produces heat, the twinkle stone embodies Ice and is always freezing cold, and the golem stone which embodies Earth was said to be near unbreakable, capable of withstanding the energies of all the other stones. Risky Boots would use these four stones to power her Tinker Tank, before they were destroyed by Shantae to stop her. By taking this, you can gain a copy of one of these stones. Who knows what you could do with such an item? They were deemed important enough to be hidden and protected by the Genies.

Magic Inverter [600]
This device is the cause for no small amount of trouble for Shantae. Originally it was a simple dynamo designed to power a town, found by Mimic on one of his hunts. Risky noticed it produced a flow of negative energy, and modified it to convert light magic to dark. In response Mimic designed a magical polariser to reverse that effect. And now you have the blueprints to that final product: a large device that can freely convert magic between light and dark. With proper modifications this can have an extremely large range of effect. In fact Risky managed to make it corrupt the entire Genie Realm at some point.

Town Deed [600]
You have been sold the Deed to Scuttle Town itself. With all costs it took to repair the town from the frequent attacks, and loss of fish trade because of Risky, the Mayor Scuttlebutt felt like selling it was the only way to keep it afloat. In this case he has sold it to you. With this deed, you are the owner of the entire town. You have the authority to completely revamp it, and to hire and fire the people within. Post Jump, this town will follow you and will be placed somewhere in the world of your choice, with local analogues of the inhabitants outside of those you have companioned. Optionally this could be the deed to a different town, if you do not wish to take Scuttle Town specifically.

Genie Lamp [600]
This is an ancient magical artefact that wreaked much havoc long ago. It has the ability to trap a genie and force them to obey the commands of the holder. If used on a half genie, it would only be able to steal their genie magic. Understandably this gave the owner great power. Luckily the original was lost to the ages. You have come into possession of an identical lamp. Within it lingers the remaining magic of a genie that it had captured, which you could utilise. Despite fading with time, those remnants are still equal to the magic of a Half Genie. If you wanted you could likely mold this into the form of a clone of the genie that it had trapped. Post jump this lamp can be used on creatures of a similarly wholly magical nature as that of the genies. It can only trap one at a time though.

Companions:

Canon [50]
Perhaps you have taken a fancy to one of the people in this world. For 50CP you will be able to take a canon character from this jump to future worlds as a companion, if you are able to convince them to willingly come with you.

Import [50]
You may import up to eight existing companions into this world for 50CP each. They will gain 600CP to spend on an origin, race, perks, and items as they wish.

Copycat Clone [100]
Something has gone funky Jumper. This person isn't supposed to be here. Not long into the jump, you will stumble upon some kind of clone of an existing character, created by old magic. Depending on the affinity of magic used, they could be a 'light' or 'dark' copy of that character. The latter might not necessarily be evil, but they will have slightly darker tendencies. For some reason they like being with you, even if they are the kind of person who wouldn't admit it.

War Bird [100]
As you start the jump, you will encounter this War Bird. Whether this is in the wild or in a store is up to you. Either way, you two will quickly find a bond forming. This War Bird would be the Wrench to your Sky. A loyal companion that follows your commands. You may wish to consult Sky for tips.

Minions [200]
There are many kinds of monsters and minions in the world. Usually they are following someone. Risky has her Tinkerbats. The Sirens have their siren warriors. The Pirate Master had Cacklebats. This is a group of minions that will be following your directions. Their exact form is up to you though they can't be much stronger or bigger than a human. Species and appearance wise they could appear no different from a human or something completely different. You will receive a full hundred of them. They will follow you into future jumps as followers.

Drawbacks:

Jammies Mode [+000]
For some reason Shantae is frequently going around in her pajamas and trying to get everyone to come over to a slumber party, even her enemies. People don't really seem to be questioning this, however odd it might be. The fact that she is still thwarting their plans might be a contributing factor.

Cosplay Mode [+000]
Similar yet different to the above option, Shantae is once again going around in clothes and attitude different from her norm. For her adventures she has started going out in different costumes, such as as a ninja or space cop, and solving problems while acting the part to the best of her abilities. Maybe she granted a joke wish accidentally?

Half Genie Hero! [+000]
Well this is odd. You have taken the place of one of the canon characters, such as Sky or Shantae, if you fit the mold for their character. This naturally comes with their body and memories, though not their abilities unless otherwise bought. Have fun fighting Risky as Shantae, or supporting her from behind as Sky. Mess around as Squid Baron or explore ruins as Mimic.

Ditz [+100]
Unfortunately you are a bit of a ditzy person jumper. While you may be intelligent, you are also a bit of an idiot. You are the kind of person to not realise you don't own a bathtub until you are already in it, or eat a bag of 'nuts and bolts' because you thought they were an odd type of nut.

Sun Screen! [+100]
You burn easily. Really easily. Spending even a short period of time in the sun without a layer of sunscreen on your is likely to leave you at least partially red. If you do go out, you'll want to either cover up or slather on a lot of sunscreen. It's not the most pleasant of times, and means that you'll really struggle to have some good beach days. On the bright side you'll tan easily.

Damsel [+100]
If there were a designated Damsel in Distress job in this world, you'd be the person to fill the position. You are frequently getting captured and imprisoned by various people. You'll have to spend your time either waiting for a rescue or breakout yourself. In the latter case you'll usually be missing your equipment and have to find it somewhere around the premises. Sometimes you may even end up dressed in strange or interesting outfits as a result of the kidnapping.

Gambler Debt [+100]
Spending money is easy. Keeping it is harder. You need to keep a slightly tighter hold on your money Jumper. You keep gambling it all away. It feels like any time you build up any notable amount of cash, you immediately head to the nearest gambling casino or betting place in order to squander it away. More often than not, you end up with far less money than when you started.

The Screw Up [+200]
You are a regular old screw up aren't you Jumper? Can't you get anything right? Anything at all? Why do you fail at almost all of your jobs? If someone told you to install a lock, you'd somehow manage to install it upside down, inside out, and on the wrong side of the door. Heaven help them if they ask you to calibrate a targeting system! At least it doesn't affect your ability to throw a punch.

Monster Attack [+200]
Without the Genies, the world is no longer such a safe place. Around you this seems to be amplified. There are monsters everywhere outside of town outskirts. Walk to another town? You'll encounter a dozen different monsters. Sail the sea? The same. The only place that seems safe for you is staying exclusively in a town, and even then monsters will occasionally raid it if you don't go out.

Hey Fellas! [+200]
You have received your powers in much the same way that Bran-son has. As such, to use your powers you must first yell out an embarrassing and long transformation phrase, such as: "Hey guys, we should go get matching purses! No reason they should just be for ladies anymore! Am I right, hey fellas don't leave, fellas come back!". This will transform you into a form that lets you use your abilities. The transformation will naturally end after a while, so you can't simply stay in that form forever.

Nega Jumper [+300]
Oh no! It's the evil twin subplot, Jumper! A clone of you has been made, twisted with magic to be your opposite. Their purpose in life is to disrupt your life as much as possible. It has your knowledge and all the powers that you have bought in the above document. The only thing that marks it potentially as different is it's ashen skin and different temperament.

Memory Attack [+300]
This may be a rather notable problem for you jumper. As you entered the jump, you suffered an attack from some mind magic and have lost all of your out of jump memories. But not just that, you've lost most of your in jump memories too! Until the jump is over, your memories are going to stay lost. I hope you didn't have any specific plans for this jump, because you'll be a rather confused person for the next decade.

Jumper's Lamp [+300]
You have been bound to an artifact Jumper! A lamp, similar in appearance to the one that was used to bind a genie. And much like those genies, you are forced to obey the commands of the one who holds this lamp. Unfortunately it has ended up in the hands of someone you'd rather it not, such as the Ammo Baron.You'll want to either have your friends and companions save you from their clutches or have to live with being their slave for a decade. If your friends do get it, just make sure it ends up in the hands of the one who will destroy it rather than use it for a few practical jokes.

Scenario: *You can choose to take as many scenarios as you wish.*

Mermaid Mania: This event will take place several years into your stay.

Jumper! The Mermaid Queen calls for aid! Her peoples are in danger, extinction looms over their race. Where before they were strong, the plans of the Techno Baron have left them weak. Their numbers are few and they can no longer fight back the enemy. And so they call for help from outside sources. Their once pure sea temple has been desecrated by undead, the pearl that powered their magic shield left fragile and weak. With that fading fast, the creatures of the deep once more press against their borders. But it is not hopeless. The Queen has used her magic to create a new pearl that can be used to power the shield. Doing so has left her berit of most of her strength, so she cannot make the journey herself. Instead she has entrusted that task to her daughter. This princess is young, and not yet much larger than any other mermaid. Almost no warriors can be spared for the journey as they are busy fighting back the invaders. The trip will be dangerous and there is a high chance of failure if they do not get help.

This is where you come in. It is up to you to guard the princess as she seeks to restore the protection of the sea queen. Going in through the front door is not an option. Even if one were to break through the legions of undead warriors and their fell beasts, large boulders have been used to cover most of the entrance and the magical protection of the mermaids itself has been perverted to keep them there. Instead you and the princess will have to take a little known path embedded in the walls of a great sea cliff near the temple. There has been word that with the failing barrier, a terrible beast has taken up home within. Once through this passageway you will find yourself beneath the temple where little light can reach, bar the luminous algae that floats in eerie patches. You must find the secret backdoor and solve the puzzle that will let you into the temple itself. If you were to explore, you might find a small statue of an as of yet unknown Mermaid Queen, missing its crown jewel. Near the edges of the temple, inside a small cave, a worn out carving can be found near a patch of blue algae. It reads *"How ca- -ne all-w entry to t-ose it cannot -ee? -ow can on- enter when one has no-hing to g-ve?*".

Once inside the temple, the two of you must stealthily make your way past the guards and other monsters that patrol the halls. Slowly make your way to the peak of the tower where, upon a pedestal, a dark pearl rests. Icey blue veins can be seen pulsing along both the pedestal and the pearl. Once you try to replace the pearl, the undead first mate will reveal himself. Having killed his captain in life, he was cursed in death. Now he drains the pearl for its power, and seeks to make war upon the various sea travelling folk of the world who know not his pain. Once he is defeated, the old pearl will shatter and the new pearl can be safely

inserted into the now empty position. If this is done, with the song and fury of generations of Mermaid Queens the pearl will let out a massive pulse of power that drives away any monsters caught within its borders. Not long after, the mermaids will make their way to your location within the temple, led by the Mermaid Queen.

In gratitude for your actions to save the Mermaids home and race, she will offer you one of two boons. The first is simple; a large amount of jewels, pearls, and some mermaid magics. The second boon she offers, is that of her daughter. She will allow her daughter to travel with you, should you both be willing. The princess will become your companion.

Foreign Affairs: This can take place at any point during your stay

Word has reached you through the grapevine. Another Half Genie is in need of help. Not Shantae, but one of the other half genies that protect the different towns in this world. There have been strange migrations of violent monkeys crossing near their town, and the half genie in charge of protecting them has gone missing. A different half genie was called in to fill the gap and search for the missing protector, but is severely overworked from protecting the town while also looking for clues. As such, they have sent out a cry for help so that the workload can be divided.

Once you get there, you will soon encounter a kidnapping attempt by some monkeys on the other Half genie. Should you not be there that night, she will go missing with only a few scraps of monkey hair to indicate who took her, and a trail of struggle marks to lead you in the right direction.

What is actually happening is that a monkey stumbled upon an old artifact that it picked up. The dark magic within mutated it and caused it to grow far larger, and more importantly more intelligent. It began to gather together other monkeys underneath its banner, taking in weaker monsters that it could subdue also. Guided by the Dark Magic, this monkey king has turned… odd. Rather than seeking to crush other races and rule as their leader, it wishes to claim part of the forest and make it into its own kingdom. To do this, it decided it needed to clear out the local competition. It stole the half genies not because they were a threat, but rather it wished to use their genie magic to speed up the process. It refuses to let them go until the process is done. After consulting with some town locals, you decide that while its goals are not currently evil, with its close proximity to the dark magic within the artifact it is only a matter of time before it begins making more questionable decisions. Its refusal to let the genies go is already a sign of things that could be to come.

As such, you must find a way to sneak into the monkey HQ, and steal away the artifact from the Monkey King. Once at a safe distance, you must then either seal it back up or break it. It is thought that doing so should allow the Monkey to retain its intelligence without further corruption. Once this is done, you are still then left with freeing the genies. At this stage, you can either attempt to break them out in the same way you did with the artifact, though they are under much more guard, or negotiate with the Monkey King.

Should you manage to get the safe release of the genies, ideally without spilling too much monkey blood, you will be rewarded with the chance to companion them for free. They would take up one companion slot.

Enter The Deep: This can take place at any point during your stay

Bran-Son requires aid. Despite being the most capable man in the galaxy, he has managed to once again leave his enchanted sword behind on the bus. No doubt this was a scheme devised by his arch nemesis. This time, however, he has made arrangements for a friend of his to pick it back up. The problem comes that it will take a while for the sword to be delivered, and he was in the middle of investigating an ancient ruin that may contain some important secret. So he needs you to go in his place to investigate it's depths.

The ruin itself has its entrance located deep within an old haunted forest. A magical barrier protects the entrance. You must find the key that will allow you to enter it. Perhaps one of the explorers who first discovered the entrance might have an idea as to where that could be found? Once inside, you will then slowly make your way through different floors towards the bottom of the ruin. As you do so, you will find yourself fighting through waves of monsters, navigating tricky and precarious terrain, and having to solve diverse puzzles in order to continue to progress.

As you make your way deeper, you may notice that the walls slowly fade from dusty and dirty to a more pristine and metallic look. In fact, some of it even appears almost oceanic. One room that you enter near the bottom even contains very faded murals of strange fish like creatures, with the upper bodies of beautiful women. Perhaps you recognise some of them. Of course, you may be a bit busy in that room, given the large boss-like monster that calls it home. At the lowest point of the ruin, in a room that is surprisingly well lit, you will find a single book, guarded by a small horde of armoured figures. Once you have defeated these warriors and obtained the book, you will need to take it back to the surface. But as you lift the book from its resting place, a cliché strikes! The ruin starts to fall apart around you. You must quickly make a speedy get away!

On the surface you will encounter Bran-son once more. He has just arrived, his sword gripped in one hand. Handing the book over to him, he will use his sword to break the magic lock upon it and reveal its secrets. It is a book on Siren science. Specifically how they made and powered some of their flying ships. Seeing that it has no imminent threat, Bran-son hands the book back to you. He declares that if you managed to retrieve it from the dangerous ruins, it is a fitting reward for your conquest. With that said, he will then leave; heading off once more to fight the Grim Reaper's Ghost.

The End! The decade is up. It is now time for you to decide what you wish to do.

Stay Here: You have decided you like this world. Enough that you are willing to end your chain and settle down here for good.

Go Home: At this point, you are finished with the chain. You wish to simply return to your original world, with all that you have gained from your adventure.

Move On: The journey is never over! Or not yet at least. You still wish to explore new worlds and gain new powers. You move on to the next jump.

Notes:

Re: Wish Power - While Half-Genies have the ability to grant wishes, this ability is not all powerful by any stretch of the imagination. Nor can it be used with great ease, otherwise many of the problems encountered in the story would have been easily solved.

Copycat Clone - If you were to choose a ‘light’ magic aligned Shantae for this option, the process that created them could have left them with some behavioural quirks along the lines of the Jammies drawback if you wish.

Jump by Lone Valkyrie. Hope you enjoy.