

Ty The Tasmanian Tiger Jump
v1.0
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Welcome to Australia, jumper! In this setting, you are one of the animal inhabitants of the land of Australia. Your home is threatened by the nefarious Boss Cass; an ambitious and black-hearted cassowary who wishes to harness the power of five mystical talismans so he can become the new leader of the country. Who you are, relative to the conflict between Cass and his soon-to-be-nemesis: Ty the Tasminian Tiger is up to you. As usual this jump lasts a decade.

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

Author's Note: This jump is meant to cover the events of Ty The Tasmanian Tiger 1. This is not meant as a jump for the whole series, though you can certainly use it as one if you wish. That said the author's intent is for this to exclusively cover Ty 1.

Starting Location

*Roll a **1d3** to determine where you start, otherwise, pay 50 BP to choose your Starting Location.*

Rainbow Cliffs
This is the hub level for this entry into the franchise. This beautiful place is filled with animal critters and with technology that, if properly powered, and allow for travel to other parts of Australia with ease.

A Level
This choice lets you pick and choose from the level list of Ty 1, where precisely you start. This is any level in the game except for Rainbow Cliffs.

Free Pick.

You are free to choose where you start from the available options.

Age and Gender

You can freely pick your gender and age for this jump.

Origins

Any origin can be used as a drop-in if you wish it to be. All origins serve as alt-forms in future jumps.

Tasmanian Tiger [Free]
You are a member of an exceedingly rare species: Tasmanian Tigers. This means you are, at a minimum, quite athletic, very nimble, and exceedingly good on your feet. This also means that you are a victim of the wickedness of Boss Cass, whose dark ambitions resulted in some members of your species being banished to *The Dreaming*, the home of the Bunyips and a land esoterically far from Australia. Will you bare your fangs at Boss Cass, or work with him?

Animal Friend [Free]
As one of the animal friends you are a friendly animal of some sort aligned with the various citizens of Australia against the machinations of Boss Cass. The animals against Boss Cass are quite diverse as far as species goes, and they are also often victimized by Boss Cass and his cronies.

Animal Foe [Free]
You are a member of Cass's faction, one of the assorted animals aligned with him. Frills are the most common subordinates of Boss Cass, but they are quite far from alone as everything from Thorny Devils to Tasmanian Tigers and Koalas have worked underneath Boss Cass.

Perks

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

General [Undiscounted]

Outback Tunes [Free]
This setting is known, and loved, for its soundtrack. Now you get to take it with you! With this you can automatically listen to any of the songs from the game's OST at will, and you can share this ability with other people.

Tasmanian Tiger

Tiger's Physiology [100 BP]
You are a Tasmanian Tiger. And that means that you are quite strong, fiercely fast, and have a mean bite. With your raw parkouring skills platforming is a breeze for you, and you have a handy physiology that guarantees that you can zip and zoom through a setting. You are also quite adept in terms of hand-eye-coordination and you've got a nasty arm on you when it comes to tossing projectiles. This is especially true when it comes to boomerangs. You can even do things like glide with boomerangs, at least if you

have two. You also excel at learning new skills related to parkour, letting you quickly gain the few platforming skills you don't have out the gate if you meet a proper mentor. This includes driving vehicles and riding other animals.

Heroic Heart [200 BP]
You are one courageous tiger! You are brave, undeterred by fear (though you can still feel it), and you have a knack for coming across people in need of help. When you help someone, or when you do things like tell them truths they didn't know, they'll be swayed by your actions and this can come back and help you in a moment of dire need. You also get rewards for your good deeds, people wanting to pay you back in kind when you help them.

The Truth [400 BP]
Around you, the truth always comes out. It may take some time, but sooner or later you uncover the answers to mysteries, be they personal or not. If you wonder things like "What happened to my people", or "Do I have any relatives?" you'll discover the answers sooner or later.

The Power Of Family [600 BP]
You are not alone, no matter how alone you may feel. At your darkest moments, once per jump (or once per 10 years, whichever comes quicker), you can reliably count on those like you (and those who like you) coming to your rescue. This will be in a moment of truly dire need, such as when your nemesis is on the cusp of total victory, but the help you get will be critical and will open a way forward. You will know, in your heart, that this has been used when it has been used up. Family is not just a matter of genetics, it's also a matter of choice.

Animal Friend

A Favor Repaid [100 BP]
Like the Bilbies, you have a curious talent for repaying those who help you out. You will always be able to find something your rescuers need, and will know exactly when to give it to them. You are also quite cute and can easily get the attention of someone who has the right moral disposition to help you out. Those who aid you, who you repay, are far more likely to help you out again in the future.

Flying Mentor [200 BP]
You understand how to guide and advise people. You have an innate sense of what other people are capable of, sometimes one that is even better than they have for themselves, and can skillfully help them nurture their own skills. You are also capable of swift flight, and can tirelessly fly from place to place.

Outback Science [400 BP]
You are an inventor, one with prodigious skill at the creation and use of new technologies. You are capable of creating all sorts of super-science devices from power armor to things like teleporters and devices for enhancing weapons like boomerangs. You do your best work with supernatural resources, but even without them you can invent truly spectacular examples of platforming tech like flying platforms, and even mundane tech like cars, and other such vehicles.

Mysterious Sage [600 BP]
Are you a Bunyip? You sure seem like one… You are a wise, sagacious being who can gauge the heroism of a person, and you can sense when your home is in danger. You can point heroic souls in the direction of danger and villainy. You also greatly buff heroic souls whenever you speak to them, giving them heart and bolstering their willpower with your words, letting them fight harder than they could before for the sake of protecting your shared home or your mutual friends.

Animal Foe

Frillian Foe [100 BP]
Are you a frill? Or maybe a blue tongue? You have something… oddly reptilian about you. You are strong enough to hurl rocks at foes, and you are tough enough to endure a few hits from a boomerang, even one of the more destructive or elemental types, with ease, and fast enough to get a chance to clobber an unprepared, overconfident Tasmanian tiger.

Boss Foe [200 BP]
You are something bigger, and nastier than a frill or a blue tongue. You're a big and bad boss, a unique enemy. You can turn an area around you into a customized battlefield, and can gain a sort of appearance of invulnerability unless your foe can figure out a gimmick relevant to your area, or otherwise go through multiple phases to actually hurt you. This boss ability can only be used in cinematic battles, such as against named foes, but someone defeating you in this state doesn't kill you, it only weakens you.

Cass's Right Hand [400 BP]
You are something of an enforcer for Cass, or at least are comparable to one. You are nimble, skilled at using technology to get your way, and can easily integrate all sorts of devices into your toolset. You are fiercely intimidating and can fight one on one with heroic champions, without an ounce of mercy or hesitation.

Australian Ambition [600 BP]
You are fiercely cunning and remarkably persuasive. You know exactly how to appeal to people's baser instincts and can understand how people work on a psychological level, letting you easily convince people to join you. You are also capable of flight if you weren't before, and you are skilled at gathering esoteric lore that you can use to weave supernaturalism and science together for the sake of achieving your dark ambitions.

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 100BP 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.

General/Undiscounted

Talismans [600 BP]
This is a collection of talismans you can take with you that in future jumps can be used once to have a significant effect on the setting if you can guard them while they do what you wish. You can use these tools to, for example, wipe out all warm-blooded creatures, or to banish all cold-blooded creatures.

Tasmanian Tiger

Boomerangs [100 BP]
These are a pair of handy weapons that you can use in a variety of ways such as to glide around or to scale challenging heights. These devices start off mundane, but if you find elemental places you can imbue these boomerangs with elemental energies, giving them more kick and granting them useful abilities.

Mentors [200 BP]
This is a set of allies who appear in places relevant to their personalities who will help teach you new skills or otherwise give you tools needed to successfully navigate various areas. These individuals will do things like teach you to swim, or show you how to fly, or even give you the ability to temporarily use their cars or helicopters to reach important areas.

Thunder Egg [400 BP]
This is a valuable power source, one that can be used to power up plenty of local examples of science and technology. This is a powerful thunder egg that can wholly power even a small, but modern town. This can also supercharge both mundane tech and technology powered by supernatural resources.

Animal Friend

Signature Equipment [100 BP]
Julius has his lab, Maurice has his signs, Shazza has her vehicles, now you have something that is distinctly yours. This is a bit of signature equipment that is keyed to you in some way, that you can skillfully use and that has a bit extra oomph because of you.

Teleporter [200 BP]
You have a copy of the device Julius uses to send Ty from place to place in search of Thunder Eggs and then in search of talismans. This acts as a fast travel hub in future jumps.

Weapon Enhancement Machine [400 BP]

This device can empower weapons you put in it. It only works once a week, unless you have some source of further power for it, but even working just once a week is enough for this thing to be quite powerful. It is receptive to supernatural fonts of energy, and if properly powered can easily enhance entire groups of weapons a day.

Animal Foe

Doomerang [100 BP]
This explosive boomerang is a powerful weapon that deals tremendous damage to those it hits. It can be mentally piloted, allowing you to use it as a skillful sniper weapon, and hits with the power of a small truck when it strikes a foe. It reappears in your hand when it hits something and detonates.

Neo Fluffy X [200 BP]
This handy robotic weapon is actually a touch smaller than Cass's own version, but is more mobile in exchange for that and has the same intimidating factor and is just as invulnerable to external attacks. This version can be summoned to your side, and can be set to protect you autonomously or to attack a certain area.

Cass's Army [400 BP]
You now have the loyalty of Cass's army of frills, blue tongues, and other assorted minions, such as generic but loyal versions of Fluffy, Bull, and Sly. These forces can be summoned to your side, and have all of the power, versatility, and infrastructure of the canon army of Boss Cass.

Companions
Companions can purchase more companions.

Companion Import [50-200]
Standard companion importing/creation: you pay 50 BP or 200 BP to import or create companions, all of whom get 600 BP and the ability to pick origins, perks, and items for themselves.

Canon Companion [50]
So you want to take any other existing character from this world. Well then this option is for you. With this you get a token you can give to a character in the game which, if given to someone who agrees to go on your chain with you, will allow them to become your newest companions.

Scenarios
All completed scenarios award, at a minimum, 200 BP. If any drawbacks seem to conflict with the scenarios, just reword the drawbacks in such a way that they are rendered compatible, such as creating a new prime foe for a drawback that makes a character focus on you, if you take a scenario and become that character.

Ty's Journey
This requires the Tasmanian Tiger origin. With this you become Ty, and thus are tasked with completing the game as Ty.

Reward
You become a true member of Ty's family and can take the family banished to *The Dreaming* with you as free followers, or as companions without purchasing them here. If you import them as companions you still need to pay whatever costs exist in the other jumps to do so. You also get the Doomerang and the Talismans as free items.

Animal Aid
You enter this jump as a unique ally of Ty's OR as a unique ally of Cass's. Your goal is to aid whichever of them you wish to aid and to see it that the game either ends as it does in canon or to see to it that Cass succeeds.

Reward
In addition to the base 200 BP reward, you can take Rainbow Cliff with you as a sort of future hub, taking it into your warehouse and potentially importing it into future jumps. Teleporters stationed throughout the level still work, letting you visit different parts of Australia.

Cass's Revenge
This requires the Animal Foe origin. With this, you become Boss Cass, and gain his form as an alt-form in future jumps. Your goal is to succeed in Cass's mission to conquer Australia.

Reward
In addition to the Boss Gass alt-form, and the base reward, you can take the sum totality of the game's setting with you as part of your new evil empire. You also get the Talismans as free items.

100%-ing Australia
With this scenario you need to collect every opal, free every captured friend, every golden cog, and every thunderegg. This has to be you doing the collecting. You cannot leave a level until you've cleared it of any valuables.

Reward
You get the **Treasure Sense** perk, a perk which grants you a radar for valuables and ensures you will always be drawn to any and all possible collectibles in an area. And you get the talismans as free items.

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 BP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. ***This is a supplement toggle. Use this to select another***

jump(s) to fuse this one with, doing separate builds for each. Once you have designed your builds, take into account the drawbacks you selected and decide how much the worlds fuse, to the extent of completely ignoring one world or the other(s) aside from relevant drawbacks and scenarios, or perfectly fusing the two (or more) settings equally, or anywhere in between.

It's All Real [+0 BP]
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 BP]
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 *Ty The Tasmanian Tiger* universe you're about to enter.

Extended Stay [+100 BP]
For each purchase of this your time here is extended 10 years. This can be purchased up to three times for points but after that it only increases the duration of your stay here.

Frills Have Fists [+100 BP]
This strengthens frills, and other standard foes. This doesn't make them one-shot you, but it makes their blows hit much harder. Thankfully it doesn't do anything else. If you are a frill this increases the strength of characters like Shazza, Julius, and Ranger Ken, as well as other friendly NPCs.

Environmental Hazards [+200 BP]
Environmental problems are now much stronger and hit much harder. This also increases their relevance and frequency, meaning you'll be fighting the environment as often as you fight frills (or friends of Ty).

Half-Hearted Realism [+200 BP]
Certain weapons are not somewhat prone to realism. When you hit something with an object like a boomerang, then that object won't be coming back to you and instead it'll fall at the feet of your foe. Thankfully this only applies to some objects.

Wholeheartedly Realism [+400 BP]
Oh, now this kind of stinks. While it's possible for boomerangs to come back after being thrown, many people do not have the skills to successfully throw a boomerang that comes back on its own. Now you are among them. These boomerangs won't be coming

back on their own. If you use boomerangs or boomerang-like weapons your life is about to get a lot less convenient. This also shuts down some ideas like using boomerangs to glide or climb.

Super Foes [+400 BP]
This introduces some mildly out-of-context elements to this iteration of this setting based on future entries to this series. With this the allies of Ty get access to Power Bunyips, power armor they use in a variety of contexts, and the frills get access to Uber-Frills, roided up super soldiers that are nasty looking and frightening to fight.

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

Cass The Menace/Ty The Titan [+600 BP]
These are two separate drawbacks that do the same thing for people of different alignments. Cass's drawback makes Cass hate you and want to see you defeated, while Ty's makes him think you are the one who banished his family, making him hellbent on defeating you and "rescuing" his parents and siblings. You can take these separately or you can take them both, but taking them both would make you public enemy #1.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

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.

Change Log
v1.0

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