

Version 1.1, Jump by Aehriman

Ahoy there, matey! Welcome aboard the Octo-pod. What's what? Captain! A new recruit! Welcome aboard, matey! I'll show you around!

The Octonauts were formed by Doctor Inkling and Captain Barnacles to explore the sea, and to rescue and protect wildlife. Every day around here is an exciting new mission! We relocate creatures from endangered areas, search and rescue after disasters, or explore ocean depths no one has ever seen! It's the coolest! Yow!

Have **1,000 Cousteau Points** (CP) and enjoy your five-year stay.

SPECIES

Man: Well, what kind of animal do you call this? You can appear as yourself if you so desire, in your preferred coloration and gender.

Creature: Look, we've got a wide variety of animals already in the Octonauts, I'm sure whatever you think of won't stand out too much, and it can even be an alt-form later.

Vegimal: Half animal, half root. The Vegimals were discovered by the Octonauts and mostly cook and run errands. Turnip, at least, is a full member of the crew, and you can be too!



FRIENDS

Solid Crew (-100 cp) For each purchase, import up to eight friends as new Octonauts with 800 cp of their own to spend. They cannot take drawbacks or friends of their own.

Captain Barnacles Bear (-50 cp) The leader of the Octonauts, fearless and cool-headed in a crisis, and a most experienced mariner. Tries to be serious and responsible, but enjoys the odd joke.

Kwazii Cat (-50 cp) Grandson of the legendary pirate Calico Jack, the first mate is fearless to the point of recklessness, and fiercely protective of his crew.

Peso Penguin (-50 cp) The Octonauts' medic is a sensitive soul who lives to help others, no matter the danger to himself.

Shellington Sea Otter (-50 cp) Marine biologist and field researcher, Shellington is incredibly intelligent and knowledgeable, but easily distracted and crashes every GUP he ever drives.

Dashi Dachshund (-50 cp) Comms officer, and all around sweetheart. Loves mystery novels.

Tweak (-50 cp) The team's engineer/mechanic, and before that the best tracker and ranger in the Florida Everglades, this green bunny has it all.

Doctor Inkling (-50 cp) The one team member more knowledgeable than Shellington, doesn't get out into the field much.

Turnip (-50 cp) The baby of the group, but very dedicated and so very cute!



TALENTS

Child Friendly (free) If you haven't already, you are healed of any injuries or chronic conditions from your previous life and/or Jumps. Mental trauma you can work through quickly and easily. After all, this is a safe, inviting and fun place.

Doolittle (free) You talk to the animals. May not help you persuade a boa constrictor not to eat you or a convict fish to leave their burrow, but you can at least ask.

Now in Four Languages! (free) You can speak all human languages, in this and every Jump you land in.

Explore! (-50 cp) You have a lively curiosity and can entertain yourself for days just learning new things and exploring your surroundings. Isolation and boredom do not bother you in the least.

Rescue! (-50 cp) If you go looking for creatures in need, you will find them. How lucky that you always seem to be around.

Protect! (-50 cp) You have no peer when it comes to educating people on conservation and the need to care for wildlife and the environment. You have limitless willpower and determination to succeed.

Homemaker (-50 cp) You are a master of cooking, cleaning, sewing and home repairs, as well as gardening, much like the Vegimals.

Keen Hearing (-50 cp) You can hear the scratching of a chick on its eggshell through a wall and hundreds of feet away. You are always alert to sounds indicating danger or someone in need.

Strong Swimmer (-50 cp) You are a very capable swimmer, able to cover long distances in a short time, with the endurance to swim for miles without a rest-break. You never get the bends or suffer from water pressure-related difficulties, no matter how deep you dive. You can hold your breath for twenty minutes, and see perfectly fine in salt water.

Tickle (-50 cp) You can tickle anything and have it be effective, even if the target is the size of a whale or protected by a tough shell, you'll have them giggling helplessly in no time.

Tracker (-50 cp) You can find and follow a trail for any animal that leaves one, even through miles of difficult terrain.

Unimpeachable Sense of Direction (-50 cp) Like many animals, you have a homing sense that lets you find your way, even underwater or in a blizzard, without fail.

Wilderness Survival (-50 cp) You know what to do when you get lost, how to find shelter, forage food and get by in any biome.

Camouflage (-100 cp) You can practically vanish in the least bit of cover or concealment, whether a rock, some grass, or coral.

Nice Catch (-100 cp) You have the reflexes to safely catch anyone falling past you, and the strength to lift two crew-mates with one arm.

Marine Biologist (-100 cp) You know quite a lot about the various plants and animals that call the ocean home, as well as others like alligators and hippos.

Mechanic (-100 cp) You know how to repair most simple machines, as well as the GUPs, and can improvise when you need a lever to move something or an emergency swimming pool or artificial reef.

Medic (-100 cp) You know how to fix most common ailments, remove splinters painlessly, and how to figure out cures for even novel conditions.

Pirate (-100 cp) Yow! You know how to scrap with the best of them, and have the agility to swing through the trees and do all kinds of stunts.

Poison (-100 cp) Like a cone snail, you have a supply of a dozen poison darts you can launch from your fingers. They won't kill, but will make the targets very sick for a few days, and there is no cure but to wait it out.

Surfing Snails (-100 cp) Buoyancy is never a problem for you, you can generate bubbles underneath yourself, like a plough snail, that float you up, eventually forming a little raft you can surf on. Sufficiently rough seas can break this up, however.

Buncha Munchy Crunchy Carrots (-200 cp) When you're working on a repair or construction project, everything seems to go your way and you complete it in a fraction of the expected time. Why, you'll have those GUPs rebuilt before you can say-- well, you know the rest.

Charisma (-200 cp) Not just anyone can win the trust of an animal actively hiding from predators, or treat a wounded tiger shark, who eat anything. You make friends quickly and effortlessly, and maintain friendships with even a token effort.

Creature Report (-200 cp) Once per day you can call for a Creature report and get a brief song-and-dance number that conveys essential information about an animal, and a dance break with video footage to help identify them.

Leader (-200 cp) You know how to get others to want to follow you and trust in your judgement and abilities.

Operation Cooperation (-200 cp) When you get involved, people work together like groupers and eels (very well, that is to say) smoothly tackling the job in no time at all.

Tough! (-200 cp) Like a water-bear you can survive all kinds of extremes of acidity, temperature and pressure, even a vacuum! If something is too extreme even for you, as long as it's not lava or anything, you can hibernate until the danger passes.

Immortal (-200 cp) Immortal jellyfish are actually quite vulnerable to being eaten, it refers to the cycle of life in which the jellyfish ages and then resets. You aren't one, but once a year you can die and be reborn from a polyp.

Save Them All (-300 cp) It seems when a wildfire is spreading or fish are washed up into tree branches you'd be on a strict time-limit and have to make some tough choices. But that's not the Octonaut way. Instead you'll find that as long as you keep moving, keep working on the problem, there's always enough time to save everyone in a crisis.



GEAR

Helmet On! (free) By simply saying helmet on, or grasping at your neck, a bubble helmet forms, providing you with all the clean, fresh air you could ever need. Yes, even if you were already underwater.

Rescue Line (free) When you reach behind you, you can produce a rope long enough to toss to anyone in need of getting hauled out of trouble. Whether a deep pit or a river full of furious territorial hippos.

Camera (-50 cp) A camera that always works, even at night or underwater, producing images with perfect lighting. The camera is indestructible and returns to you if lost, and all photos are backed up at your Warehouse, Octo-Pod or equivalent.

First Aid Kit (-50 cp) A first aid kit with a stethoscope, common medications, and enough bandages to build a tent out of or serve as a towline. Seriously, you never run out of clean, sterile bandages.

Radio (-50 cp) A handy radio that always gets signal, even deep underground or in the ocean depths. Indestructible and returns if lost.

Scanner (-50 cp) A handheld scanner that detects sound, heat and motion for a wide radius, about two kilometers. Has an x-ray that works at short ranges to diagnose medical problems.

Fish Biscuits (-100 cp) They say you can't save the prey and the predator, but what do 'they' know? You have a satchel containing a limitless number of fish biscuits, a delightful fish-shaped cookie that anyone can eat, carnivore, herbivore, and finds delicious. Even enough that predators will abandon their favorite meal to chase the fish biscuits.

Hot & Cold Suits (-100 cp) The world and oceans contain a lot of temperature extremes. You have a blue jacket that keeps you warm even in an Antarctic winter blizzard, and a red suit that can keep you going in anything below a dip into magma.



GUPs (-200 cp) The complete line of 26 mini-subs extensively worked on by Tweak and modeled after sea life, from the reliable angler-based GUP-A to the superfast sharklike GUP-B and mysterious GUP-Z. The GUP-H doubles as a helicopter, the K is a swamp boat, the S can drill with its narwhal tusk, I is a mobile antarctic research lab, etc.

Octo-Alert (-200 cp) A button you can carry around. Once a day, you can summon the Octonauts to assist in rescue operations, even if you didn't take them as Companions. Afterwards they vanish. Also doubles as a compass.



Octo-Pod (-300 cp) Your own mobile underwater base with spacious quarters for sixteen, a garden, library, research labs, a launch bay for mini-subs and so on. Has sonar sensitive enough to listen to whalesong from the far side of the world, and can dive to any depths. Also has an autopilot function.

PROBLEMS

Original Continuity (+0 cp) What's this? Kwazii's a girl? You've landed in the continuity of the original books. There's not a lot of difference, to be honest, but it matters a lot to some purists.

Distractible (+100 cp) Like Shellington, you often become so fascinated you forget about the mission, or an oncoming storm or wave.

Not Allowed to Drive (+100 cp) You constantly crash all but the simplest one or two of the GUPs. Maybe you'd better let Kwazii handle the driving?

Reckless (+100 cp) You charge into danger without a second thought. Including waiting for a rope or a boat.

Sea Monsters (+100 cp) You wholeheartedly believe in, and fear, sea monsters. Any mysterious phenomena will be assumed to be a sea monster or caused by one until proven otherwise.

Deep Doubts (+200 cp) Captain Barnacles and the other Octonauts are so cool, how can even a Jumper measure up? You will be plagued by low self-worth and an anxiety complex your whole stay. No matter how many times you prove yourself, by next week you'll be moping again.

Terror (+200 cp) There's a specific terrible phobia you have that you just can't shake, no matter how you try.

Super Drowning Skills (+200 cp) You're actually not a great swimmer, slow and clumsy, and can hold your breath only half as long as you could before.

Deadly Genesis (+300 cp) It's implied or stated a couple of times that there was one or more previous teams of Octonauts. So what happened to them? You are obsessed with uncovering the mystery, but everyone who would know remains tight-lipped. Perhaps if you read Tweak's diary or broke into the Captain's quarters? If you knew the answer before, you forget it.

Kid-Friendly (+300 cp) You have no powers or abilities from beyond this Jump, but keep your knowledge and skills.



END

We've Reached the End of the Mission! - So time to turn off the set, close the book, and face the real world once more.

Octonauts, at ease! - A world of constant adventure, but little risk where you get to explore and no one is seriously hurt? Heh, welcome home.

Until the Next Adventure! - What kind of explorer gives up at the first gentle and easy resting point? Onwards to the next Jump!