Tales of Oceans



by Faucheusestar

If you love the ocean, the animals that live in it and the stories that come out of it, then you're going to enjoy your stay here, because this world completely reflects the idea that people are marine animals, humanoid or otherwise, and all the legends relating to them are happening right now.

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

Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 100 CP to choose your Starting Location.*

1• In the middle of the ocean
You appear in the middle of the water, perhaps on your ship, but in any case you notice a treasure map on you that seems to point to the island in the distance.

2• An island
Your body seems to have washed up on an island, perhaps deserted, perhaps not. Around you, several shipwrecks and other objects seem to have been carried by the current.

3• An old abandoned aquarium
You feel like you're in an aquarium all around you, full of other fish tanks. Maybe you can find something interesting by doing some urbex.

4• A harbor
You will find yourself on the quayside with numerous boats and several captains recruiting sailors for various expeditions.

5• Land of tales
Maybe there's a place in a fairytale/myth/video games related to fish that particularly speaks to you. If that's the case, you'll appear there.

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

Age and Gender

Freely choose your own age or gender. jumper isn't reduced to the lifespan of a normal sea animal

Origins

Drop-In [Free]
You are dropped in this new universe with no background , memories, or documentation.

Fish Tales [Free]
You are an inhabitant of this world full of legend and myth, and the magic of this place has endowed you with the ability to use the power of tales and stories.

Legendary Fish [Free]
You are a strange fish with sea animal-like powers considered by most of the world's inhabitants to be mere rumors, cryptids and legends in their own right.

Race

sea creature [+200 CP]
You're a little fish. If you couldn't talk, it would be hard to tell you apart from a normal fishy. If you want to take a bigger like orca or something similar you can but you don't get the +200 CP



Anthropomorphic fishy [free]
You may stand on your tail or maybe legs, you may look like an anthropomorphic sea creature the size of an adult human... What is a human? Maybe it is a Cryptid.



Mermaid [free]
Whether you're a tiny mermaid the size of a eel standing on her tail or a human-sized mermaid this option is for you

Strange Fish [200 CP]
You are a supernatural fish can be a Shu fish , Kraken or other from another media (video games or other) and have its power and weakness, if the lovely sea inhabitant you choose has perk associated with him on this jumpdoc you can take them for free

Ship [200 CP| Free for Legend of the sea]
Maybe you want to be a ship? with this you can choose a ship from a tale or real life and it becomes your form in this jump and later alt form.

Race Perks

Race get their 100cp perks for free and the rest are discounted to 50%. And you obtain 1000 CP for your Race perk and perk represented by the emoticon correspond

18🐟 *7*🫧 **11**🐙 **10**🦀 **14**⚓ ***14*** 🐚 **1**❓**5**🐢 *(the number of perks or items outside the race perk)*

The various races you can choose from are all assigned to an emoticon:
(🫧, ,🦀, 🐟, 🐚,❓, 🐢).

Concerning 🐟 as well as the others they are based on the form rather than the species that is why despite that the shark and the whale, are not so close it still counts for the same category.

If you don't like any of the races you can choose from, or if you'd rather have the advantages of this category, you can also pick from those represented by perk/race perk or item, which are mainly sailor-related stories, ships and various magic tools.

What's more, if you take jellyfish , Echinoderm or sea turtle you can also spend your points on ⚓. But you don't have a discount on legend of the sea race perk

The perk represented by no emoticon has no reduction outside the Origin.

Jellyfish



Bioluminescence [100 CP | Free for Jellyfish]
You can emit a bioluminescent light that strangely attracts the prey you're hunting, even if it's not what jellyfish eat, like Moth girls.



Siphonophores [200 CP | Discounted for Jellyfish]
You're not just one Jumper, you're made up of many mini Jumpers, each specializing in a unique task and, if you concentrate, you can see them in your mind's eye wearing clichéd outfits and an accent suited to their task - you're the boss, of course, and they obey you, which gives you lots of extra multiple thought processes.



Split infinitely [400 CP | Discounted for Jellyfish]
the polyps of scyphozoan jellyfish can split infinitely like them you can clone yourself using a bit of your flesh creating lots of mini Jumpers with the same perk as you and being friendly considering you a member of their family with a bit of training you could even do the same with other people



Chironex fleckeri [400 CP | Discounted for Jellyfish]
You have the traits of a box jellyfish! And no, that doesn't mean cats want to cuddle you! Your poison is extremely lethal, rapidly causing difficulty in breathing and then cardiac arrest. Luckily for you, you can control this to avoid any accidents.



Turritopsis dohrnii [600 CP | Discounted for Jellyfish]
You possess the power of the immortal jellyfish instead of dying of old age or another cause, or if the situation becomes necessary you can reverse your aging and that of others until you become a baby Jumper again. This heals you completely, no matter what the injury is, physical, soul, curse or anything else but the more serious the injury, the more you need to go back in time to heal it.with a bit of training you could even do the same with other people

Jellyfish Item



Tasty plastic bag [100 CP | Free for Jellyfish]
This bag is so tasty you'd bite off a little piece, wouldn't you? It's not an ordinary bag, but your opponents and predators are sure that it's you, and it makes a great lure. You often find new ones when cleaning the oceans.

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Cephalopod

Cuttlefish[100 CP | Free for *Cephalopod*]
You can generate large quantities of ink, coloured or not, and it's also great for saving money on office supplies. It's a good diversion for fleeing or fooling your predators, who will think you're the ink and see their eyes irritated and blinded by it, plus this ink behaves the same even outside water. And that's not all, you can change color to blend in better with the decor.



No bone, no problem[200 CP | Discounted for *Cephalopod*]
You can pass through holes much smaller than yourself, except that in your case it becomes ridiculous as long as there's a hole, its size doesn't matter, you can simply go in and out without any problem.



Thaumoctopus mimicus [200 CP | Discounted for *Cephalopod*]
You are a mimic octopus which gives you a great talent for mimicry you can impersonate many sea creatures such as fish, snakes, sea anemones and in fact anything you want as long as it's something found in the water moreover like other octopuses you can change color to camouflage yourself.



Hapalochlaena maculosa [400 CP | Discounted for *Cephalopod*]
Like this octopus, you have a fearsome venom, and anyone who has the honor of tasting it will suffer respiratory distress. Strangely, this isn't the only venom you can use, like other Hapalochlaena, you can also use a paralyzing toxin.



Mastermind[600 CP | Discounted for *Cephalopod*]
You are very intelligent and having several brains each spread out in your tentacles gives you several parallel thought processes as well as the ability to very easily do several actions at once.

<u>Cephalopod item</u>

Steampunk outfit pack[100 CP | Free for *Cephalopod*]
This pack contains a wide range of steampunk costumes and objects, as well as the ability to transform the style of any object into a Steampunk style. These objects or places are now Fiat backed and will be able to follow you in your next adventures.



Crab/Crustacean🦀



Pom-pom crab[100 CP | Discounted for Crab/Crustacean]
You can summon sea anemones you have seen on your adventure and hold them without risk, unlike the unfortunate people who are touched by them, who will suffer a mixture of intense pain, burning, discomfort and all the pleasant symptoms usually associated with anemones.



Mantis shrimp [200 CP | Discounted for Crab/Crustacean]
"fly like a butterfly sting like a bee." You are the greatest boxing champion to have ever lived in this sea, not only are your punches now much faster, closer to a rifle shot than anything else, but your movements are incredibly graceful and your eyesight is far beyond what you had before.



Lobster [400 CP | Free for Crab/Crustacean]
You no longer suffer from aging, and you can regenerate as long as you live from any injury, regrowing lost limbs is just a formality for you. What's more, your shell is getting stronger with time, but fortunately for you this will not cause your death.



The horned ghost crab[400 CP | Discounted for Crab/Crustacean]
You're fast, very fast, but how fast? Simple: take your current maximum speed, then add 100 times your body length per second. Of course, you're immune to the damage this inflicts, and improbable as it may seem, you can maneuver at this absurd speed as well as at your usual speed.



Gun Shrimp [600 CP | Discounted for Crab/Crustacean]
You are the greatest pistolero of the seas, you are able to generate a bubble using your claws or not, this bubble and easily able to pulverize the rock, as well as immensely hot its power increases in proportion to your current form but is more than enough to make you a threat.

<u>Crab/Crustacean Item</u>



Shell Home [200 CP | Free for Crab/Crustacean]
The shell of the hermit crab is its home, this shell takes it literally because inside there is an interior to your taste and filled with everything you want. In addition, the ‘shell’ takes the shape of anything that might be suitable for your size and preference or a miniature version for transport, you can obviously miniaturize you to fit inside and walk around.



Fishy 🐟



Blood detection[100 CP | Free for Fishy]
You can detect blood spilt over a distance of 1km and find out why, very useful when looking for a delicious fish or perhaps for a career as a hero.

Sonar[200 CP | Discounted for Fishy]
You have natural sonar, enabling you to scan your environment and send encrypted or unencrypted communications to your allies.



camouflage[200 CP | Discounted for Fishy]
You're perfectly camouflaged if you don't move, perhaps because your scales are the right color and you're flat? Perhaps certain parts of your body resemble leaves or other marine plants.



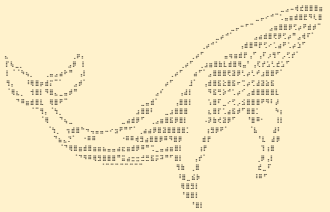
Electrophorus electricus[400 CP | Discounted for Fishy]
Maybe you're an eel like this one, or a stingray, but in any case you're capable of generating violent electrical discharges thanks to an organ you possess. This can also help you detect your surroundings.



Pufferfish[600 CP | Discounted for Fishy]
You can puff yourself up, giving you an intimidating or adorable appearance depending on what you're looking for, and greatly increasing your maneuverability. But that's not all you're able to generate thorns as well as a violent poison called tetrodotoxin.

<u>Fishy item:</u>

Magic fish tank[200 CP | Free for Fishy]
This magical aquarium has an amazing property: when you place fish in it, you get resources linked to them every day (fish, eggs, resources that are a pun on the name of the fish). What's more, the fish inside don't die, whether from old age or anything else, and you get your favourite fish as a gift.



Gastropoda 🐚

Costasiella kuroshimae[100 CP | Free for Gastropoda]



You can photosynthesise by stealing chloroplasts from the algae you feed on, but for you that's not all you can do is steal other abilities from plants, magical or otherwise.

Chrysomallon squamiferum[200 CP | Discounted for Gastropoda]
You can incorporate any metals you find around you into your composition, and what's more, you're highly resistant to heat.



Conus[200 CP | Discounted for Gastropoda]
You can send out what looks like a harpoon, which will paralyze the target as well as seriously poisoning them, which can easily end up being fatal. What's more, if you don't move, there's a small chance that people will think you're just a pretty shell, making for a perfect assassination on your carefree victim!



Elysia marginata[400 CP | Discounted for Gastropoda]
A body is an overrated thing and decapitation is just a flesh wound. If that sounds like you, you're probably like this sea slug that can survive as a head and regrow its body.

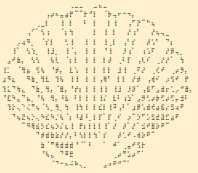


Glaucus atlanticus [600 CP | Discounted for Gastropoda]
Like the latter you have a very practical ability when you eat an animal you steal its mode of defense, eating jellyfish would give you their stinging power for example, moreover you are immune to the consequence of eating something poisonous. also like the other nudibranchs you can also do it with anemones and for you potentially also with other plants.



<u>Gastropoda Item</u>

Sea slug plushie [100 CP | Free for Gastropoda]
A collection of adorable toys and plush from the cutest creatures of the oceans! If it was ever created, it's in this pretty seashell-shaped box. It's much bigger on the inside than it is on the outside, ideal for storing anything you want as long as it has a marine theme. Moreover if you want it is adorable toy are alive



legend of the sea⚓

Crew member[100 CP | Free for Legend of the sea]



You can import a ship of your choice or use the ship on offer to take advantage of this perk. Your chosen ship seems grateful to have been specially chosen, and can now act as a ghost ship that can control every part of its body to navigate on its own and regenerate its wounds over time.

Cosmic Ship House[200 CP | Discounted for Legend of the sea]
Your ship is your home, so you can use it as a cosmic warehouse, and the places you buy when you jump can be linked to your ship in any way you like. Maybe it's a gigantic ship with your buildings on it? Maybe there are paintings on board that you can use as portals, or maybe it's bigger on the inside than the outside, it's up to you!

Sailing on the Ether currents[400 CP | Discounted for Legend of the sea]
By its presence, your ship generates immense quantities of Ether, enabling it to navigate through space as if it were a normal, breathable ocean, while the Ether winds swell its sails, bringing it to a speed that has nothing to envy that of a spaceship.

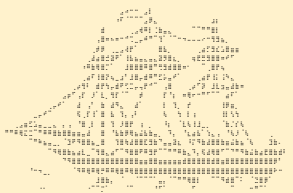


Empowered by legend[600 CP | Discounted for Legend of the sea]
This is no mere ship that has sailed across the seas, this ship has seen things that none of its fellows have seen, or at least it will, from this moment on your chosen ship gets the powers that go with its legend. Perhaps you have defeated a sea dragon with it and it is now a dragon slayer, perhaps you have taken part in a race for the fastest ship in the world, now with each jump it will truly be the fastest ship in the jump, what's more the moment it travels with you in a jump it can now navigate between worlds!



<u>Legend of the sea Item</u>

Your Ship [400 CP | Free for Legend of the sea]
Is there a ship or submarine you love, whether it's real or from a tale? Perhaps you find its legend cool or even sad and want to give it a chance to shine! Well, it's just the thing, because it's right behind you and and can even change shape to take on the appearance of a ship girl/boy



Echinoderm

Thorn[100 CP | Free for Echinoderm]



You're particularly thorny, not only do your spines and bone plates provide excellent protection, but any attack that hits you inflicts damage on your attacker.

Sea lilies[200 CP | Discounted for Echinoderm]
Are you a plant, Jumper? In any case, if you don't move, everyone will believe it, which will make you incredibly stealthy and effective in playing the very important role of the plant in all your performances!



Starfish[400 CP | Discounted for Echinoderm]
Just like starfish, you can regrow your limbs and potentially, over time, the limb you have lost can become a clone of you if you decide to do so.



Poison thorn[400 CP | Discounted for Echinoderm]
Remember your incredibly prickly thorns? Well, now you can add poison to them, just like certain species of starfish or sea urchin.

<u>Echinoderm Item</u>

Metal urchins trap [100 CP | Free for Echinoderm]
A collection of metal urchins ideal for throwing on the ground and trapping your pursuers who will plant them in their foot by stepping on them, you get them every time you need them



Sea turtle 🐢

Shell[100 CP | Free for Sea turtle]
Your shell is immensely solid, much more so than it should be for a normal turtle. This also applies to any shield or piece of armor you're wearing, which is now much more resistant.

GPS [200 CP | Discounted for Sea turtle]
Your sense of direction is exceptional, it's as if you had a little GPS embedded in your shell, because as long as you've already been somewhere, you can go back without getting lost.

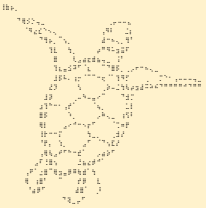
Not so slow[400 CP | Discounted for Sea turtle]
Turtles are slow... On a more serious note, even though many tales say so, it's important to keep things in perspective: the lute turtle, for example, can escape its predators thanks to its speed. The same is true for you: not only are you rather fast, but your weaknesses, if you have any, are mitigated.

World turtle[600 CP | Discounted for Sea turtle]
You have no weight limit, in fact you can easily carry a planet on your back and not end up being crushed, plus your shell can literally be a world where you can store whatever you want if you want to.

<u>Sea turtle Item</u>

Turtle shell [200 CP | Discounted for Sea turtle]
This turtle shell weighs a lot, in fact whatever your strength you will feel its weight however as long as you wear it you will train passively and quickly your physical strength and increase the speed at which you learn martial arts.





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

Drop In

Sailor[100 CP | Free for Drop In]⚓
You know how to navigate, whether you're using a submarine or a ship, you're not the best but you can be in any position and not make any big mistakes. What's more, you've got your sea legs so you don't fall off because the ship is pitching.

Shells divination[100 CP | Free for Drop In]🐚
You can use shells to do divination in a rather reliable way

Water refraction [200 CP | Discounted for Drop In]
You can generate an aura similar to the refraction of water, even in mid-air, making you much harder to touch.



Shell trade[200 CP | Discounted for Drop In]
You can pay for things with shells, although their color, rarity and general beauty determine their value. No one will raise an eyebrow if you use them as currency to buy everything that's for sale.

Oysters[200 CP | Discounted for Drop In]
Oysters are an aphrodisiac. Maybe it's true, maybe it's not, in any case, you yourself have such powers, as well as the ability to produce pearls and generate oysters every few months.



It's obviously the sharks' fault.[400 CP | Discounted for Drop In]
You know who the great villain of the oceans is? The shark! But no, it's the dolphin or maybe the orca or... in fact it's a lot of people who do despicable things like : dolphins is a rapist and as a drug addict to the poor pufferfish, orcas mutilate seals by using them like balloons to see who can throw them the highest! They just have a very good communication service so that all people remember is that the villain in the story is not them and now you can do the same thing designate a group and whatever your despicable acts people will think that it is the other who is evil

Depths of the ocean's mysteries [400 CP | Discounted for Drop In]
'We know more about the moon than about the depths of the ocean' applies perfectly to you, you're not only mysterious but any attempt to find out about you fails at least partially and becomes much more difficult than it normally would be.



Gambler octopus [400 CP | Discounted for Drop In]🐙
Are you a student of Paul the octopus? In any case like him you are an expert in the sport of your choice and with each jump you can take a new one, but that doesn't stop at having exactly the predictions of each match although that can bring you a lot of money, it also gives you all the knowledge and experience to play it yourself at a high level!



Ghost ships[400 CP | Discounted for Drop In]⚓
you can raise shipwrecks and their crews to become ghost ships, fighting under your flag



“like a fish in water“ [600 CP | Discounted for Drop In]🐟
At the start of each jump, you can choose an environment or area of expertise. If you do, you'll become supernaturally good at it, and it'll be much easier for you to explore it and learn everything about it much more quickly, so that months of experience can be completed in weeks.

Rescue[600 CP | Discounted for Drop In]⚓

Well, that's the end of your journey, it looks like Jumper, you've got no more One Up and the situation is desperate, an inevitable chain break... Or maybe not, have you forgotten one of your crew members? because your ship/submarine is heading in your direction and it's now in perfect condition, saving you and your friends automatically once per jump...

Cthulhu [800 CP | Discounted for Drop In]🐙

You possess powers similar to those of this Lovecraftian entity, from inducing madness to telepathy and influencing people through their dreams. What's more, if you have to suffer a death that would break your Jumpchain, you appear instead in another jump where you sleep at the bottom of the sea and where legend speaks of your awakening.

Fish Tales

Medusa's blood [100 CP | free for Fish Tales]🫁

It is said that coral is born of Medusa's blood. You may not have as much power as her, but your blood possesses some of her petrifying power, for example it can transform algae into coral reflecting the color of your blood.

Jellyfish keep their bone [100 CP | free for Fish Tales]
You're a lot tougher than you should be. Perhaps you're a jellyfish from a world where they didn't fail in the quest ordered by a sea dragon and were able to save their bones.



Metamorphosis [100 CP | free for Fish Tales]🐢
You can take on a practical human appearance if you need to explore dry land as a fish, or if you have been cursed for your ancient misdeeds and transformed into a turtle.

Clear jellyfish [200 CP | Discounted for Fish Tales]
You have the power to clean and purify water, and with a lot of time you will be able to depollute an area

Sea Witch [200 CP | Discount for Fish Tales]
You are a sea witch which gives you various powers you can use knot magic depending on the knot you tie you can trigger storms, calm them, or release wind, useful for sailing but that's not all you can also transform yourself into a seal by wearing their skin,tame sea monsters more easily and various strange powers like what transformed the little mermaid for example.



Heikegani [200 CP | Discounted for Fish Tales]🦀
like the samurai of the Heike clan who became crabs, you have all the skills appropriate to a samurai



The Dragon Gate [400 CP | Discounted for Fish Tales]🐟
As long as you persevere and don't give up you'll get results, however unlikely it may be it's all a question of time and effort even a carp can become a dragon. This perk works even better when it comes to learning something theoretical like what you'd learn in school



whales eat anything[400 CP | Discounted for Fish Tales]
Like the whales in the fairy tales, you can eat anything! You can eat whole ships, but they will remain in a pocket dimension until you decide to take them out... but be careful not to offend a king by eating his fleet!



Miracle[400 CP | Discounted for Fish Tales]🐚
You can cure people's illnesses by placing a scallop shell on the right part of the body, on the neck for a throat illness for example. You can also preserve a body perfectly by covering it with a scallop shell.

"How the Hermit Crab/sea slug won a Race"[400 CP | Discounted for Fish Tales]🦀
You're a clever jumper and a born leader, easily able to convince members of your own species to help you with their mutual aid and your plans to win the hermit crab against needlefish in a sprint race, of all things!

Mermaid [400 CP | Discounted for for Fish Tales]🐟



You're a legendary mermaid , your magnificent voice can charm sailors, and you're also very gifted at everything to do with music.

Karkinos[400 CP | Discounted for for Fish Tales]🦀
The same crab that was friends with the Hydra of Lerna. When you're in danger, this brave little crab will come to your aid, attacking your enemy's legs with its claws to destabilize them or at least make them lose time. If it's killed, it will reappear, and it's also become pretty good at dodging after its battle with Heracles, and even possesses magic linked to the stars of its time as constellations.



Attack of the Swordfish[400 CP | Discounted for for Fish Tales]🐟
Suddenly the sea takes on a silvery hue and a shoal of swordfish pounces on any person you want, trying to pierce them, strangely there is a good chance that the weak-minded will try to stop the swordfish with their leg thinking it is a wooden barrier of course it is unlikely to save them.



Docteur Cuttlebone[400 CP | Discounted for for Fish Tales]🐙
You are an incredible doctor with a complete knowledge of all diseases and their medicines. What's more, when you have a patient, a story about how another patient with the same disease was cured comes to mind.



Between Scylla and Charybdis [600 CP | Discounted for Fish Tales]
bad luck for your enemies, they always run into problems, and even if they avoid the biggest one by luck or trickery, there they go again, with another obstacle in their path, even if it's not as big, that's enough to slow them down and drain their strength.



Ebisu [600 CP | Discounted for Fish Tales]
You are a divinity associated with fishing, luck, trade and wealth. As well as having powers in this area, you can make things that wash up on the beach appear. At first it's purely random, but with time you'll be able to choose.



Poseidon[600 CP | Discounted for Fish Tales]
You are a divinity of the seas and possess the same powers as Poseidon, sea, storms, earthquakes, and horses.

Aphrodite [600 CP | Discounted for Fish Tales]🐚
You're a Greek deity, in this case of love, lust, passion, pleasure, beauty, and sexuality



Léviathan [600 CP | Discounted for Fish Tales]
You're a colossal sea monster that terrifies everyone who looks at you. As



well as being a demon, but not just any demon, the demon of Envy, you are a very good strategist, you can open a gateway to hell and you can easily tame sea monsters and summon them, as well as infernal whales, at your command.

Wiraqucha [600 CP | Discounted for Fish Tales] You are a creative divinity with the power to create anything with enough time you start by creating small things, then life and with a lot of time you could even create entire worlds, as well as the sun and the moon.

Legendary Fish

Fur-bearing trout [100 CP | Free for Legendary Fish]🐟
Your flesh is incredibly toxic and all animals instinctively know this, making them give up the idea of eating you. What's more, your fur is as soft as that of an adorable rabbit, allowing you to swim in even the coldest waters.



Sacabambaspis [100 CP | Free for Legendary Fish]
As well as being able to make that adorably silly face on any of your forms, on the web you're very popular



Sea beshop [200 CP | Discounted for Legendary Fish]
You're a fish priest, which gives you some of the abilities expected of someone in a supernatural world. You have some magic of light and healing.



Sandwalker [200 CP | Discounted for Legendary Fish]🦀
You know what's scarier than a crab the size of a horse? Well, you! You've got the traits of a Sandwalker, including their ability to hide in the sand to pick up their prey, as well as a scorpion's tail.



Hitokai [200 CP | Discounted for Legendary Fish🐚
You can make prophecies while glowing five colors at a time, and as well as being a very practical thing to do, putting paintings/photos or anything else that represents you in some way keeps away the diseases that protect the inhabitants of the place.



Scylla [200 CP | Discounted for Legendary Fish]🐙
You are a great beauty although the bottom of your body is strange to say the least you have dog heads with four eyes and three rows inside perhaps at the end of your tentacles or in addition to the latter is up to you to see



Kurage-No-Hinotama[400 CP | Discounted for Legendary Fish]
You're a fire jellyfish, and I don't mean the burns your tentacles cause, but the fact that you can generate flames makes you a bit of a Will-o'-the-wisp jellyfish hybrid.



Aspidochelone[400 CP | Discounted for Legendary Fish] 🐢
There are many other names, such as Hafgufa or Lyngbakr, but they all have the same thing in common: you're a large sea creature that can easily be mistaken for an island, whether you're shaped like a fish, a whale or a giant turtle, it's impossible to tell you from a normal island.





Dragon turtle [400 CP | Discounted for Legendary Fish]🐢
Your blood is not that of a mere reptile, but that of a dragon, which strengthens you considerably and allows you to use draconic powers such as breath attacks, in your case, a breath of burning steam.

Giant Fish[400 CP | Discounted for Legendary Fish]🦀🐟🐙
You're a gigantic crab, like a really big one, or maybe a megalodon, or why not the legendary kraken, choose a sea monster that's a gigantic version of the sea animal in question or a mermaid/Anthropomorphic fishy and you can now transform yourself into this one



Bakekujira [400 CP | Discounted for Legendary Fish]
You have the same powers and a similar appearance as this yokai if you wish, you can generate fire and terrible disease as well as summon birds and unknown poisons to your service.



Nkala [400 CP | Discounted for Legendary Fish]🦀
You have the same powers as this supernatural crab, you can eat people's shadows to kill them.



Shen[400 CP | Discounted for Legendary Fish]🐚
You possess the power of this legendary mollusc, which can be an oyster, mussel or giant clam - it's up to you! You can create mirages and illusions using the mist you generate, and these illusions can conjure up imposing cities and fantastic fairytale lands.



Lusca [600 CP | Discounted for Legendary Fish]🐟
What could be more terrifying than a shark or a kraken? It's simple, both at the same time. you have a hybrid nature that allows you to take on an extra race in the jumpdocs for race perk, with large tentacles grafted onto the body of a three-headed shark, you are the terror of the Blue Hole. What's more, you can change color to camouflage yourself. you can also merge alt forms to create an even more frightening abomination!



Iku-Turso [600 CP | Discounted for Legendary Fish]?
You have the power of the creature Finnish mythology describes as the father of disease, allowing you to create horrible illnesses and control epidemics.



Erumía [600 CP | Discounted for Legendary Fish]
All jellyfish think of you as their mother and will help you, and you can bring fishing luck to whoever you want by appearing in their dreams, and your tentacles now have an even deadlier venom.





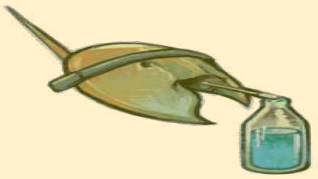
Genbu [600 CP | Discounted for Legendary Fish]🐢
You are the black tortoise of the north. In addition to possessing powers linked to water, darkness and winter, you have a great mastery of the principles of astrology, feng shui and taoism. What's more, you gain an advantage when you're in the north

Cipactli [800 CP | Discounted for Legendary Fish] You are a primordial being of immeasurable power, and with this perk alone it would take two powerful divinities teaming up to hope of defeating you, and that's not all, in addition to being a gigantic chimeric crocodilian watch with mouths on every joint, you can never really be killed, unless all your components are destroyed, because what's left of your body, even if it's used to make things, will continue to live on, which could well end up giving you a new, very strange alt form, whether it's you as a world or something else.

Items

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

Drop In



Horseshoe crab blood[100 CP | Free for Drop In]🦀
Bottles of horseshoe crab blood, very useful in the medical field for detecting pathogens, you get more every time you help/care for horseshoe crabs



A stack of BLÅHAJ [100 CP | Free for Drop In]🐟
These shark cuddly toys straight out of ikea are actually golems that can obey your orders and are supernaturally fluffy and comfortable. Strangely enough, if you put them anywhere and post them on the internet, success is guaranteed!



Crab rave [100 CP | Free for Drop In]🦀
Can you hear that music? With this you can play that famous music which will summon a swarm of dancing crabs to do your bidding.



Treasure map [200 CP | Discounted for Drop In]⚓
It's a collection of treasure maps, riddles and clues of all kinds, each leading to a shipwreck or buried treasure. The name of the treasure is written by a chunni, however, so you never know how impressive the treasure is or isn't. Sometimes, however, some magical marine objects that appear in the legends appear in the treasures, and you get new maps, sometimes stranded in bottles when you go to a beach.



Ship inside a bottle[200 CP | Discounted for Drop In]⚓
A collection of transparent bottles, normal in theory, but whose real potential lies in their ability to store ships (normal or even space), allowing you to easily store your fleet or even start a collection with ships sunk at sea. You can give this property to any bottle found at sea, which will become slightly transparent so that you can observe the ship.



Pearl farms[200 CP | Discounted for Drop In]🐚
You have a farm producing all types of pearls, as well as several monster girl/anthropomorphic oysters working for you.



Seashell [400 CP | Discounted for Drop In]🐚
It is said that if you put a shell close to your ear, you can hear the sea. This is even truer for this one, as it contains an ocean that you can invoke with anything that contains it. By default, it is similar to a normal ocean. But you can store whatever you want in it once you've made them go inside, and the creatures will obey you and follow your commands when you summon them.

Submarine [400 CP | Discounted for Drop In]🐙⚓
A submarine guaranteed not to have toy controllers and where the competent people were heard rather than ‘don't worry, if it sinks it's not so bad, it's a submarine, that's what it's made for! Not only is this submarine immune to pressure, allowing it to explore very deep areas, but it's also bigger on the inside and equipped with numerous aquariums simulating the right conditions for all the fish put inside.



Magic Fishing rod[400 CP | Discounted for Drop In]
It's not just any fishing rod, this one is magic! With it you can fish in any liquid and you'll soon feel your float sink and your line pulled, you can fish for many fish the type changes according to the environment you'll find special fish in lava or in a potion, sometimes you'll find treasures or rubbish these always have a theme linked to the environment.



Compass[600 CP | Discounted for Drop In]⚓
This compass, once owned by a pirate, doesn't tell you north, but don't go away because it's even more useful: it always points in the direction of what you want most in this world, plus it comes with a map showing all your ships in real time, and the map updates when you discover a new place.



Fish Tales

Koinobori [100 CP | Free for Fish Tales]🐟
A collection of these pretty fabric fish that float in the wind if you attach them to your buildings. People, especially children, will become more perseverant and courageous, this comes with a manual to make more.



Fish Barrel [100 CP | Free for Fish Tales]
A barrel full of fish if the youngest person on board throws them into the sea without making a sound a large dark sea creature will eat them and the place will now be full of delicious fish and this even if there were no longer a single fish in this ocean. if you want more Just fill another barrel with fish and want it to be this effect



Ash pouch[100 CP | Free for Fish Tales]🐙🦀
This bag always contains enough ash to cover the ground when you open it. This ash is magical because anyone who steps on it will find themselves in the same state as an octopus unable to grasp the ground, and will do nothing but stand still.

Tempest Whistle[200 CP | Discounted for Fish Tales]⚓
This glass whistle, tinkles beautifully with the sound of glass clinking together, if you whistle with it will bring the wind if you insist a storm will appear!

Monkey liver [200 CP | Discounted for Fish Tales]
This monkey liver can cure any disease, you can find another one in any monkey.



magical objects[200 CP | Discounted for Fish Tales]🐚
A collection of magical objects containing orange seeds that grow into a large orange tree bearing fruit in a single night, a wooden bowl filled with food that never ends, and bamboo stalks filled with seashells.

Circé's poison [200 CP | Discounted for Fish Tales]🐙
It's the same poison that the witch Circe created to take revenge on her rival Scylla. Pour the contents of the vial into someone's bath water and when they bathe in it they'll be transformed into a horrible monster, you also have another vial that will transform them into the adorable monster girl Scylla. Both of these, plus a way to turn people into pigs, come with a recipe to make more.



Tide jewels [200 CP | Discounted for Fish Tales]
These are the magical jewels that the God of the Sea used to control the tides

Ryūgū-jō [400 CP | Discounted for Fish Tales]🐟
The underwater palace that was Ryujin's residence and is now yours, is not only a magnificent palace made of pearl and coral and other precious materials from the oceans, it also has supernatural features such as the four seasons, which occur continuously in four different parts, and trees whose leaves are emerald and whose berries are ruby.



Fiddler's Green[400 CP | Discounted for Fish Tales]⚓
You have your own afterlife, a copy of that legendary place in Anglo-Saxon maritime folklore that tells of an idyllic afterlife for sailors who have spent more than fifty years at sea, where pubs are legion, the fiddles never stop playing, the dancers never tire and the rum, tobacco and women are plentiful. Perhaps you'll meet up with sailor friends lost in old jumps.



Flying Dutchman [400 CP | Discounted for Fish Tales]
A ghostly-looking flying ship carrying storms with it and bringing misfortune to anything that opposes you, this ship is super naturally fast, no doubt due to an ominous pact made by its former captain, and it comes with a crew of ghost sailors. Luckily for you, you haven't made any rash oaths and are therefore unaffected by the curse suffered by its captain.

Salmon of Knowledge [600 CP | Discounted for Fish Tales]
It's about the legendary salmon who ate the hazelnuts that fell into the Well of Wisdom, thereby obtaining all the knowledge in the world. The first person to eat one, will acquire this wisdom and will be able to use it by biting his thumb. Each time you Jump, you get a new one, which will give you all the knowledge for that jump, from secrets to magical knowledge, although this doesn't mean you have the skills to execute it perfectly.



Poseidon’s Trident[600 CP | Discounted for Fish Tales]⚓
This is the legendary spear used by Poseidon. Not only is it a powerful divine weapon, but it can also cause earthquakes, control water and oceans and create storms.



Shankha[600 CP | Discounted for Fish Tales]🐚
This collection of musical instruments is made up of powerful Conches that not only have great power to amplify religious rituals, but each one has a property: one can heal, one can repel negative energy and evil spirits, one can bring you good luck and one can control the five elements of nature (earth, water, fire, air and ether).



A pile of magic items[600 CP | Discounted for Fish Tales]🐢
This set contains several magical objects that belonged to a turtle prince, such as Vînâ (a stringed musical instrument) which, when played, produces tasty dishes, a self-attacking club that can decimate armies this living object can talk and needs food, which with the musical instrument is not at all difficult to produce, a magic bag where you can store lots of things and teleportation sandals.

Legendary Fish



Shu fish [100 CP | Free for Legendary Fish]🦀
This strange hybrid between a four-headed chicken and a crayfish cures the melancholy of those who eat it. You can fish for it in rivers again



Fish catching kit[100 CP | Free for Legendary Fish]⚓
From nets to harpoons and fishing rods, this kit contains everything you need to capture and store the various marine creatures you encounter.

Miso soup[100 CP | Free for Legendary Fish]🐚🐙
These miso soups and other broths are probably the most delicious you've ever tasted, but if you try to understand how they're made and succeed, they'll disappear forever... And you don't want to find out! You'll find them in your kitchen every night!

Shen Seashell [200 CP | Discounted for Legendary Fish]
These shells can be used for a variety of purposes, from creating tools such as hoes, to making offerings, to building magical objects linked to mirages and other illusions. If you take a walk on the beach on a particularly foggy day, you may find some new ones.

Quiver[200 CP | Discounted for Legendary Fish]
This quiver, which belonged to Scandinavian giants, contains arrows that make anyone hit by them ill. If you run out of arrows and put classic arrows inside, they will have the same effect.



The Samebito's Tears [400 CP | Discounted for Legendary Fish]🐟
This chest is filled with ten thousand splendid rubies, a treasure worthy of the name and said to have come from the tears of a member of the court of the Sea Dragon. You may have noticed that when you're really sad, your tears can turn into this same ruby or another precious stone.



Fossilized sea urchins [400 CP | Discounted for Legendary Fish]
These fossils have a number of properties: they offer great resistance to witchcraft and protect against thunder, and you can predict the weather with them. If you are looking for more, you may find some that appear to have fallen from the sky after a strong storm.

Sea monster bones[600 CP | Discounted for Legendary Fish]⚓
This crate contains sea monster bones, such as the skull of Curruid, which you can use to create your own Gae bolga. If you're looking for others, you'll sometimes come across them washed up on the beaches, probably the remains of terrible battles between sea monsters.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters, maybe a tale/video games character with a fish or sea theme, as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift



Scenarios

Scenario One [Gotta Catch 'Em All]



Even in places populated by sea creatures and mysteries, cryptids like **Shu fish,Fur-bearing trout, megalodon or giant crab** are rare. They live in such remote places that some fish doubt their existence, and some even have the audacity to think that they are not local wildlife but tourist traps made by taxidermists !

Reward
You've proved that cryptids exist!

• Firstly, you gain the ability to make animals that are considered cryptids in your other jumps real, albeit a little rare, as well as an aquarium where you can store them. There's even a nice souvenir shop filled with fish criptide products and lots of fishy plushy which is repeated every week.

• Plus you get a wing of the museum containing live or stuffed/ bones versions of every species of marine creature you've seen

• You'll also get 600 CP

Scenario Two [Mermaid tear]

According to legend, the Seaglass found on the beach are the tears of mermaids. You have to collect them, they come in several colors and the first hundred shards of each color earn you 1 CP each.

Reward
Your hunt for Seaglass has been successful, so you're pocketing your CP winnings, although you can't exceed 700 CP in this way.

Drawbacks

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

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.

Supplement [+0]
you can use this Jumpdoc as a supplement

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

octopuses walk[+100 CP]
Like octopuses, you can only move backwards

Yarg[+100 CP]
You can only speak in sailor and pirate phrases, and you can only dress the same way. Don't worry about the clothes, they're in the boot behind you, along with a cute parrot if you like!

rabbits![+100 CP]
Who let all these long-eared animals on board! Your ship is full of langoustine from the meadows who love to eat the delicious rope of your ship. You should quickly chase them away before causing a major incident plus it brings bad luck! I hope you like the civet of zébro ... And stop saying that word, it'll just make more of them appear!

If you don't have a ship, the rabbits will still find a way to annoy you, like eating your things and your food or disturbing you while you sleep.

Baby Shark [+200 CP]
You love this song, that's good, you're going to learn to hate it because you're going to have it on a loop, always at a height where you can hear it, but without completely blocking out the other sounds.

Like a fish out of water [+200 CP]
Choose an area of expertise and you become supernaturally bad at it. What's more, you're bound to find yourself in situations where being good at it is important.

Pirate ! [+400 CP]
These waters are infested with the vilest kind of pirates, and what's worse, rumor has it that you're in possession of an immense treasure... You've almost single-handedly launched a new era of piracy!

Microplastic[+200 CP]
And no, it wasn't a delicious, colorful spice. With this drawback, you can discover the joys of microplastics which will now be everywhere, such as a much higher risk of disease and cancer.

Allergy[+400 CP]
you're allergic to seafood or fish, whichever looks more like your race in that jump, for 200 CP you're allergic to yourself! Although it won't kill you, most of the time you'll sneeze, your eyes will sting and you'll have the worst hay fever of your life.

A captain does not abandon his ship [+400 CP]
Exactly, you're not going to abandon it, even if it sinks or is destroyed. You're very attached to this ship and will therefore stay on it, even if it's clearly not a good idea... If you don't have a ship of your own, you can take this little fishing boat for free...

what's this thing doing here[+400 CP]
It would seem that the plot of a game or other media about the sea is true here, and I'm not talking about the good stuff, just the problems. Maybe Lovecraft's stories are true, or maybe some seaborne really want to assimilate you!

Tamatebako [+400 CP]
Don't open that box, if it opens you'll be subject to all the old age you've accumulated up to that point. I hope it's your first jump, because otherwise it would probably be fatal.

The 7th continent [+400 CP]
Atlantis! Atlantis! Stop hopping around, you cute jumper, even if I understand your joy because this drawback is offering you something for free, better still it's giving you CPs. You have the immense honor of receiving 3 million km2 of plastic and other rubbish. Better still, with each jump, if you don't recycle it, what's left follows you ah you wanted it whole with each jump I understand, for an extra 200 CP you get a new one that appears with each jump on your location so you don't lose it.

Poseidon’s curse[+400 CP]
You're cursed, you won't find your way in these seas and wherever you go there will be terrible pitfalls, you'll go through all the adventures of Ulysses, until you manage like him to get back to your home or at least a copy of it in the jump with perhaps your loved ones from before your Jumper adventures, it's up to you.

Sharknado [+400 CP]
You remember those movies, now there are shark tornadoes and other natural disasters involving sharks.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Davy Jones locker[+400 CP]

You are cursed jumper a force pushes you towards the bottom of the ocean not enough to be impossible to escape but enough for you to feel it, various storms will follow your wake your ship / submarine will be faster to sink

Bermuda Triangle [+400 CP]
You travel all the time, in the famous triangle many strange phenomena appear, your navigation tools seem to have a lot of trouble finding their way, space-time rifts make ships appear from an ancient time or even from the future or even send you through time and space. However, if you survive and have the **Empowered by legend** perk, your ship gains some of the power of this drawback as a perk to influence enemy ships.

The Little Mermaid[+600 CP]
You have to seduce a prince or princess but it's not going to be easy. Not only do you have no tongue, but moving around gives you the impression of walking on knives, what happens if you fail? Well, you become foam.

Yazaimondako[+600 CP]
How do I put this to you Jumper you were asleep when a sinner came and cut off one of your arms/legs/tentacles, then came back every day until you only had one left, look on the bright side you would make an excellent pirate with as much hook and peg leg potential plus this only affects your current form and therefore the alt form you will gain at the end of this jump, your normal form for the next jump is unaffected. (You can reduce this drawback as well if you want to lose less limbs)

'I love water, in 20 or 30 years there won't be any left'.[+600 CP]
It would seem that he was right! you have to stay here for twenty years, and you'll see drinking water diminish more and more, as well as sea water being replaced by polluted water that's unusable. When you enter this jump, drinking water is already a resource that's starting to become rarer, so you're going to have to stock up... yes, that means that rum is going to be harder to make without sugar cane!

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

Decisions

You have three choices …

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

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.