

SPACEBALLS: The Jumpchain

- "An affront to all that is Jumpchain" by patience_endures

Once Upon A Time Warp...

In a galaxy very, very, very, very, far away, there lived a ruthless race of beings known as . . . Spaceballs.

The evil leaders of Planet Spaceball, having foolishly squandered their precious atmosphere, have devised a secret plan to take every breath of air away from their peace-loving neighbor, Planet Druidia.

Today is Princess Vespa's wedding day. Unbeknownest to the princess, but knowest to us, danger lurks in the stars above. . .

So take this 1000cp (Credit Points). Your Five years here begins now...

Spaceballs: The Locations

There are plenty of places to start out in the universe. Here is but a small selection of them. Roll 1d8 or pay 50cp to choose where you start.

1: Planet Druidia - Yet another attempt at a royal wedding is being held within a few hours, as Princess Vespa is being married to Princess Va.. erm.. PRINCE Valium. (Sorry, it's the hair.) Anyway, this peaceful place will get wrapped up in THE PLOT soon enough.

2: Planet Spaceball - This planet is entering a rather unique crisis. An air crisis. Breathable air is at an all time low and this caused the government to hatch a plan that gets this whole ball rolling. If you have any form of transportation, you might want to get off planet.

3: The Moon of Vega - This desert moon is very isolated. Water scarce and very little in the way of buildings. However it is the home of Yogurt. With enough time, and help of the Dinks, you might be able to find his little temple and learn the ways of Merchandising.

4: Ford Galaxy - One of the other galaxies in this universe. Rather far away and in a remote sector. Also home to an order of monks that have taken a vow of silence.

5: A Hive of Scum And Villainy - There seems to be lots of mob and gang activity on this unnamed planet. Just make sure you don't cross any of the Half-Human Half-Pizza lifeforms running around and their organized crime rackets and you'll be fine.

6: Planet of the Apes - Rather nice world with the main population being a primate derived tool using society with a distinct accent. Would be a nice place to hang out for a while until a giant part of Mega Maid crashes here.

7: Space Stop Galactic Diner - A Gas and Go stop along a major travel route. The diner is always hopping with activity. Why not catch a bite to eat or just rest up for whatever travels you have in the future.

8: Free Pick - Feel free to choose where you want to start in this wild and crazy universe.

Spaceballs: The Backgrounds

Drop In

No one really belongs anywhere. So, as someone that doesn't fit in the greater scheme of the galaxy, not much really belongs here to stop you either. Who knows? You might even be great sidekick material...

Space Renegade

Once you got your first ship, you were cruising the universe with no one to boss you around. You love long drives in space, alcoholic drinks in your hand, and the freedom of the open spaceways.

Royal Pain

You don't have to take people messing with your day! You're rich! Your parents are loaded! And just because you want to run out on a pre-arranged marriage doesn't mean you're bad. You just want to do whatever your spoiled little mind wants! Works for princes and princesses alike that want to do what they want, when they want!

Planetary Leader

Maybe you are a well respected King. Maybe you are a president that rigged elections. Either way, you have access to the financial and military might of an entire planet under your rule. Make sure you use it well. Or just use it to get discounts on cars from your cousin, Vinnie, down in the valley.

Huge Helmet

You're a big bad, and you make everyone know it. While not the absolute ruler of those around you, there is enough that you do rule to command respect. Just make sure all that badditude is not just compensating for something.

Big Cheese

You know this film needs to be made. You might have even gotten a few bit parts to sneak your friends in. Like oh, say a gangster or executive producer. You got the skills to keep this train wreck going... and no one's gonna stop it as long as you're around.

Spaceballs: The Race Relations

Since everyone seems about average at best, the racial selection options are disabled at this time. Wanna be a Mog? Sure go ahead! A Droid? Why Not? A Pizza Person? Not stopping you. Heck, be a Seven-gendered polymorphic miniature giant space hamster person! Not gonna stop you! Just remember that in lines of ability, everyone is roughly about human average.



Spaceballs: The Perks

Perks are discounted for their related background, with the 100cp perk for free.

General perks

Pretty Sweet Soundtrack (0cp)

- It isn't much, but you now have a custom orchestral soundtrack that fits whatever your doing. Even allows members of the orchestra to appear in the background and perform drum riffs or such to emphasise your actions even further. You even get the music from the movie.

Basic Starship Piloting (100cp)

- It seems everyone knows how to fly a starship in this universe. Don't be the exception! With this you have enough generalized knowledge to fly any make and model of starship you might come across.

Fourth Wall Aware (200cp)

- A lot of the bigger players in this world seem to realize something. This universe is a movie in the process of being filmed. You too can stare at the direction of a mysterious 'camera' for effect and to drive home a punchline. You might even be able to learn information you normally cannot access! It is almost as if you have access to an unseen script or something... be careful, this rough draft is not always reliable, but very good for a laugh or two when you start reciting someone else's lines. At least the gist of the plot stays the same even if the methods change.

The Schwartz (300cp)

- It has an up side and a down side. There are two sides to every schwartz. Also, The Schwartz gives various powers like telekinesis, shooting bolts of plasma, and making energy blades. Make sure not to get your schwartz twisted when fighting. Fixing that might require cooperation and a brief time out. Comes with a free ring with a custom design on it that may or may not have come from a Cracker Jack box.

Drop-In Perks

Lovable Oaf (100cp)

- Good old fashioned slapstick seems to happen to you and those around you more often. However, no one gets harmed from this and everyone seems to have a bit of a mood lifting chuckle when reflecting on it later. Also makes for reenacting classic comedy scenes easier and a bit more spontaneously.

Virgin Alarm (200cp)

- You now have a loud, obnoxious alarm that can alert you to one thing per jump. Surprise attacks, stock reaching an optimal selling point, even alerts to stop romantic encounters from progressing too far in order to prevent premarital coitus. Pick one thing per jump and you can be alerted to it. If you don't pick one, it automatically will protect your current form's 'virginity'.

You Captured their Stunt Doubles! (400cp)

- When the chips are down and your back is against a wall, make sure it's not actually your back in trouble! Now, when you need to perform some rather dangerous 'maneuvers' you don't have to worry! You now have Stunt Doubles to dupe your enemies. Just be careful, they can be rather expensive and if actually killed in the line of duty, only get replaced after the current jump is over. Your stunt double is not a 'one up'. They are hired and trained actors, performing the act you just 'did', faking out your enemies with enough time for you to escape to another scene. Repeated sacrifice plays that result with the stunt double's death (3 or more) will terminate the contract and leave you hanging high and dry. Stunt doubles are usually left alone after discovered and will ready themselves to stand in for a stunt after a day or three of rest.

Comedic Exaggeration (600cp)

- Sometimes, an actor or actress can be in quite the dangerous pickle, and not just with action scenes. Now you have the power to let the prop team come up with a comedic solution to you taking damage. You now squash and stretch with various angles to reduce damage and exaggerate what happened. Statue land on your foot? Now your foot will be flat and it won't hurt quite as much. Take superman's punch to the chest at full power? Now you have a large stretch dent in you that will last for quite a while. Regeneration perks will return you to normal faster, but until then you will just be inconvenienced by the new form parts of your body take from the damage. This reduces damage you take by a factor of 1000, making you very damage resistant. You still can die with enough damage taken.

Space Renegade Perks

This is my dreamboat, Sweetheart. (100cp)

- When on a ship that you own or command, challenges to your authority are easily dealt with by way of a flurry of snappy remarks to put them in their place. When used against someone with the Spoiled Rotten perk, this might escalate into a verbal war, so be careful... or wait until plot cuts the dialog with a new problem.

Advanced Spaceship Piloting (200cp)

- You really know how to make space tracks. Fancy flying maneuvers like flying out the ear of a Mega Maid with a countdown timer to destruction, thundering to a stop from full throttle into a space dock to a perfect landing, even weaving and bobbing through an asteroid field to lose enemies is second nature to you. If it requires fancy flying and daredevil tactics with a spacecraft, you got this.

My Schwartz is Bigger... (400cp)

- So, without Schwartz training, this gives you quite a boost to your willpower and improvised planning. With Schwartz training, you also see a boost to the capabilities of your Schwartz! Bigger! Flashier! Stronger! This adds a couple more inches to your Schwartz when making energy blades, and boosts the output by 20 percent.

May the Plot be with you! (600cp)

- Turns out you have the ability to solve one major problem you have with you the entire time. You just didn't know it. Once per jump, plot convenience makes it so that you can survive one critical existence failure in universe. It also makes you royalty of some lost society. Once used, it takes ten years to recharge. Even having a convenient answer to a death takes time. This will activate before 1-ups and similar perks but after survival extension perks, like determination. Even comes with a fancy medallion that will act as your 'royal birth certificate'.

Royal Pain Perks

Spoiled Rotten (100cp)

- You know who to complain to so that your way is more likely to happen. Granted, it may not always work, but a good pout, those sad eyes, and a good whine are more likely to go your way.

Body by Dr. Schlotkins (200cp)

- Maybe she's born with it... Maybe it's plastic surgery! With a decent amount of concentration and time alone, you can now artificially reproduce the effects of plastic surgery, botox, and other beauty treatments. This doesn't change your base 'gender' if you perform reassignment surgery on yourself. Just what you look like. Available beauty techniques may vary by world. Body by Dr. Schlotkins is not responsible for a world's strange beauty norms and what is deemed as beautiful.

MY HAIR!!! HE SHOT MY HAIR!!! (400cp)

- There is something that just trips your trigger. That is anything that messes with your beauty. Now if anything were to mess with your looks, you enter a 20 second hypercompetent berserk mode where you will extract revenge on anyone that dares attack you and threaten your appearance. This mode can only activate once every 96 minutes.

I don't have to put up with this! I'm Rich! (600cp)

- Trouble got you down? Don't worry, you don't need to put up with your troubles as long as you have money! Issue a quest to locate the best haircare products or be rescued from pursuers! You can spend money to make your problems go away! Simple problems require small amounts of cash usually 10-30 bucks plus cost of materials. Bodyguards cost about 10k a month. Epic quests might require closer to millions. If you need rescued, expect it to cost around one million bucks. Disclaimer: Perk does not give you the money to spend on your troubles.

Planetary Leader Perks

Absolute Authority (100cp)

- When it comes to decision making and planetary law, you are the last word in what goes on. This makes people under your leadership listen to you and follow your commands without hesitation. Doesn't work on people that don't know who you are or don't work for you. People that are unwillingly working for you will continue to do so. Just make sure they are treated well and they might start coming around to liking you.

Amazing! I have the same combination on my luggage! (200cp)

- With this perk you also get a luggage suitcase with a user selectable five digit combination lock. Once set, you can use your luggage combination in place of any password combination. Including other people's passwords, because everyone is an idiot. You still need to know the right username for systems that require them.

Thanks for not reversing the charges. (400cp)

- You have the power of telling bold-faced lies and having people believe you. The more outrageous the better. Why does it work? Because everyone else is stupid and you are the most important person in the room! Why would the President of Planet Spaceball lie to people? Well now you got the same power and respect for your planet, because while everything runs as normal, they are just idiots that believe you.

Planetary Ruler (600cp)

- You have one planet that you rule over. Think constitutional monarchy and you have an overruling vote along with diplomatic immunity. For the most part, you get the benefits of ruling a planet and its populace without all the day to day hassle that follows it. You also get a thriving stable economy, loyal diverse populace, a large stipend for personal spending and transportation to, from, and on this planet provided. Diplomatic Immunity follows with you, but if you do something rather against the rules of where you are, expect to be deported back to your planet. You can always visit this planet and it follows with you, but don't expect it to advance beyond what you do for it. Anything you introduce will stay, but it won't make advancements on its own. So introduce magic, and magic will flourish. Introduce advanced technology, and that will flourish. The two won't combine unless you introduce magi-tech. Etc. See more in the Notes Section.

Huge Helmet Perks

Evil will always win, because good is dumb (100cp)

- There is a reason that heros have to fight against some oppressor from the unknown. And you know it. Along with getting pithy quotes to go with any occasion, your practical mind to see the flaws in your leadership. Also, you are beyond necessary, so you won't be reprimanded for those comments! Basically, this perk is an excuse to mouth off about anything.

Instant VHS (200cp)

- The latest breakthrough in home movie technology! Once per jump, you can now take a brief coffee break and watch over what is going on in your jump, organized to fit a 96 minute movie format. With this video, you can, once per jump, answer one question about something that has happened by watching it on the video. This also makes it entirely possible that before that information is revealed, you will be stuck watching what is happening now... as in you watching the movie. Be prepared to explain this to anyone who is watching the movie with you.

You Went Over My Helmet? (400cp)

- They never should have done that. Because now you have to make an example of them. When you torture someone for any reason, it leaves them speechless and removes dissent from the minds of all who observe you. That'll show them for crossing you. In addition, you know various methods of torture when it comes to using your powers.

Occasionally Competent Sidekick (600cp)

- Why isn't this a companion? Because this is the ability to make one of your mooks promoted to the rank of Colonel! People around you, be they mooks, associates, or even people helping you out for a while end up being hypercompetent for a few, yet mildly comedic, minutes. This seems to strike at moments when you are at a loss for what to do. Mostly this power works by drawing upon the fourth wall to bring the outside view of the situation to you. This may also bring in the mild power of montage, scene transition or oddly dramatic music.

Big Cheese Perks

The Perfect Role (100cp)

- Got Friends? Need to have more people along with you? Now you can sneak in three of your companions to assist with whatever you need done. They won't take up a slot this jump, but they also don't get a stipend for perks. Companions you take along with this can't be sneaked in again until after 3 more jumps. Mostly because Jump-chan will keep a better watch on you. Honestly, if you need this to get past the "rule of 8", use it as a last resort. It only kicks in after you have 8 companions already tagging along.

Merchandising!!! (200cp)

- Where the real money is made! You got enough business savvy to get cheap merch for your adventures and have it sell like hotcakes! Don't ask where we got the manual labor for this. If you also buy **Miscellaneous & Useless Junk**, you can rebrand it as Jumper brand items and sell it for even more!

A Catchy Jingo (400cp)

- Welcome to earworm marketing. You know how to get people to buy the junk you sell and keep coming back because they got some kind of memetic catch phrase stuck in their head to constantly think of your brand! This can also help with making various other ventures, like films and TV shows! More people hear the catchy jingo you have, the more they *need* your products.

The sacred and awesome presence of the Everlasting Know-It-All (600cp)

- When everyone else is stumped... when ancient knowledge is lost... when trivia is so esoteric that none may know it... You know it. For you are now the next Everlasting Know-It-All. You can now think on any subject, and with enough meditation and reflecting, find an answer that will solve whatever problem you face. While you do not have the inherent power to solve that problem, you know how to solve it. This gives you a level of wisdom that few can fathom, let alone begin to understand. It also makes you unstoppable with brain buster games.

Spaceballs: The Companions

A Friendly Mog (100cp)

This half man- half dog is his own best friend. And with the purchase, he gets discounts in the Drop-In tree with 400cp to spend on perks. Fortunately for you, he is also housebroken and a handy sidekick

A Droid Handmaiden (100cp)

This handmaiden, perfect for the Royal Pain running about the galaxy, requires very little maintenance. She has supervision and a virgin alarm that is set to go off before you do. She also comes with 600 cp to spend on her perks, but no discounts. Choice of famous person as a voice actress from a wide selection of people.

Commanderette Zircon (200cp)

A sassy and surprisingly competent officer in the military of Planet Spaceball. This capable commanderette gains the discounts associated with the Space Renegade tree, and 600cp to spend.

I'm Surrounded By Assholes! (200 CP Discount Huge Helmet)

That guy? He's an Asshole. Major Asshole. And that one? He's an Asshole, too! Gunner's Mate First Class, Phillip Asshole. Everyone you need to run Spaceball One, all for one companion slot! They will follow your orders to the best of their focused and highly limited abilities, just don't expect much of this almost never-ending supply of mooks, jerks, and rejects. They can never get CP to spend and they don't keep upgrades. If you don't bring them in a setting, they just goof off.

Mel Brooks (400cp)

The man himself. Has the power of the Schwartz for free, discounts for everything, and 600cp to spend. He might even change how he is dressed to better fit the perks he has taken. Just be careful, this will decide his 'personality' based on how the new costume looks.



Merchandising

This is where the real Money from the jump is made! We got lots of products to help your romp across the galaxy.

Unlimited Cracker Jack Boxes (50cp)

The good ones too! With the prize inside! Now you can eat all the cracker jack you want. Might also give you useful things, like mystical looking rings. Toys are worthless but fun.

A Can of Liquid Schwartz (50cp)

Small can of Liquid Schwartz! Great for adding that little boost to a ship if you need to get somewhere faster than the speed of plot! Might also create new constellations if you slam on the brakes and turn rather quickly. Respawns once per jump.

Perri-Air brand canned air (50cp)

Canned in Druidia, this premium air will help with all your breathing needs! A good long sniff after opening will help cognitive functions and allow one to keep breathing for a little while longer. The fresh scent of this might be addictive. That is, if a desire to keep breathing is addictive.

Miscellaneous & Useless Junk (50cp)

Spaceballs: the Cereal! Spaceballs: the Toilet paper! Spaceballs: The Sheet! Spaceballs: The Monogram Plate! Spaceballs: The T-Shirt! Spaceballs: The Action Figures! And more! We can't get rid of this stuff! Seriously, just take it already! Don't worry about running out, we made way too much of this stuff.

Spaceballs: The Doll (50cp)

A doll of Yogurt, the Everlasting Know-it-all. Pull on the cord and it says various lines from the movie! This model seems a little off, however. It has a 10 percent chance of actually saying something related to whatever task you have at hand! Usefulness may vary.

Spaceballs: The Flamethrower (100cp)

It werfs flemmen! Lots of Flemmen! This flamethrower doesn't seem to run out of fuel, but be careful, because it will overheat after a few minutes of consecutive use. Kids love this one.

One Million Spacebucks! (100cp, first purchase free to Royal Pain, Planetary Leader and Big Cheese, discounted for them afterwards)

Moolah! Money! Time to make it rain!

Ships

A brand new, white Mercedes, 2001 SEL Limited Edition (100cp, Free Royal Pain and Planetary Leader)

Moon roof, all leather interior. You (or Daddy got it for you) at a good price from Prince Murray. May not be the fastest thing in the universe, but it is a luxury ship with lots of storage space in the back seat.

A Flying Winnebago (200cp discount Space Renegade and Drop-In)

A flying RV that takes living on the go to the next level. Gets decent gas economy and even has secret hyperjets to outrun whatever might follow you. Might get messy, but you don't mind. This is your dreamboat, sweetheart. Follow your dreams.

Spaceball One/Mega-Maid (600cp Discount Huge Helmet)

Giant spaceship that makes the Light of Terra look like a compact car. Armed to the teeth with laser cannons, torpedos, petting zoos, pizza delivery, three ring circus, and a transformation mode that turns it into a giant maid! In ship form, it is capable from going from zero to ludicrous speed in about 30 seconds. Make sure you buckle up! Has a giant bumper sticker that states, “We break for Nobody!”



Spaceballs 2: The search for more CP

You want more CP? You got more CP... just take a little moment to sign here, here and here. Take as many of these Alternately Beneficial Events (™) as your little heart desires. You might experience some discomfort, but more CP is worth it, right?

Spaceballs: The Animated Series (+100) - Sithee? Lone Starr playing Grand Theft Spaceship and getting trapped in a virtual world? President Skroob conquering the universe with an army of giant ants? Seriously, what is with all these strange adventures? Welcome to the world of side-cannon? Alternate prequel timeline? Um.. okay this is rather weird. Like, Teen Titans Go weird. Also, have fun for ten years of this.

I am your father's brother's nephew's cousin's former roommate! (+100) There is pithy dialog... and then there is this random need to make the most idiotic, incomprehensible comments ever. The universe has now blessed you with the latter.

"Oh no, Not again..." (+200) This little trouble happens at random occasions when you eat out. After some discomfort and pain, a little xenomorph pops out of your chest, dons a straw hat and cane, and does a song and dance number, exiting from view in a stage right manner. This will leave you weakened massively, considering the huge hole in your chest.

Air Shortage (+300) You know what, maybe that canned air was addictive! You now have a NEED to breathe canned air. Any perks that allow you to get by without breathing cease to function. No matter what your body, you now need to breathe. No ifs, ands, or buts. Fortunately this is a short jump... I hope.

Test Audience (+300cp) At this studio, we have standards and practices. That means all events of your jump now have to go through a test audience and get approval before we can put it in the final product we show to Jump-chan (or Jump Kun or.. Well whatever your sponsor may be.) Expect to go through dramatic scenes a few times to get the take right along with having to 'reshoot' parts of your jump if the audience doesn't approve. And they WILL demand at least 3 reshoots. Especially if the tasks seem too easy for you. The audience wants dramatic tension after all!

I'll give her back... HER OLD NOSE!! (+300cp) - You are stuck in a totally normal body. PRE-body mod. Yeah, no fancy body mod! Not to mention you have one feature about you that, while plastic surgery could fix, it will be unfixable while here. Expect people to be repulsed by it. Beauty perks also are disabled.

Even in the future nothing works! (+600cp) And we mean nothing! Your past powers, gone. Your warehouse access, disabled. Tech that is supposed to be foolproof in this world? Heh, no chance. You are now so inept, you might as well be a spaceball...

Spaceballs: The End of Jump Choices

So, Show's over. Make friends? Have fun? No worries, you might be able to see them again. You should know the drill by now...

Continue on?

Best way to make sure you can see everyone again is to get to a place where you can come back from. Keep on keeping on until you get your spark, space cowboy.

Stay here?

You know, once you get used to it this place ain't so bad. The universe is a fun place filled with adventure. Maybe you might get featured in Spaceballs 2: The Search for More Money.

Go on home?

Never can tell when the urge to go back home might kick in. Nothing wrong with it. Take everything you got and have some fun in the world you know.



Changelog and Notes:

Thank you everyone. Anons, IRC, everyone who took a look at it and gave suggestions. Also thanks to Whiteeyes1989, and Digi-D for putting up with me while I do this. Super thanks to thenut and NuBee for suggestions.

V0.01 - Made the jump

Notes:

Planetary Ruler - None of the citizens are companions, nor can you take them with you. They got their own lives and their own dreams. Just think of them as background characters and extras that you don't majorly interact with. Major disasters and such are more movie props and sets when danger arises. And don't even think about trying to turn it into a private war machine. If you do, you'd get in trouble with the Actor's Union and nothing will be able to save you from the legal and literal hell you'd suffer. It is a place for you to try to make a utopia. A little slice of the Spaceballs Universe to take with you, where everyone on the planet is, when push comes to shove, just an actor in the union. Visit, enjoy the space fantasy culture. Try savory space fantasy cuisine. This is just a place to relax. Also, enjoy some absurd random happenings on occasion... and expect to see Jump-Chan with a script that says Jumpchain: The Movie on it if you catch her off guard. She has a life outside of watching your antics, you know.

Absolute Authority - If they are working against you, they are not under your authority... also expect them to be hammy about it. This should point out who your enemies are.