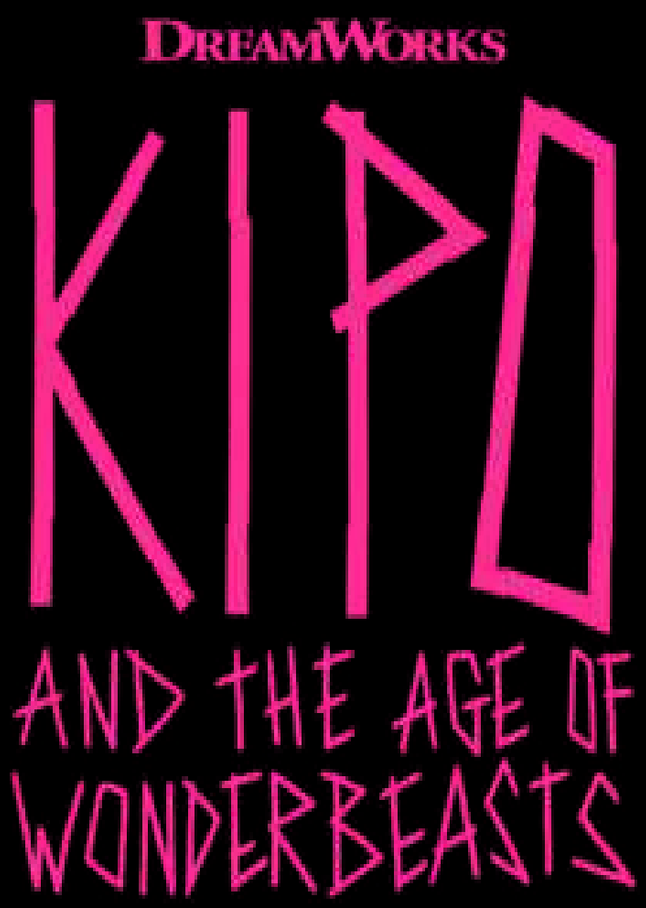


Jump by Aehriman

Two hundred years or so ago, a strange virus ran rampant, mutating all manner of animals, making them sapient, giving some powers and making others massive and powerful. Now, humanity largely cowers in burrows and the world belongs to the mutes. At least in Las Vistas, where our story takes place.

As you enter this world, a Mega-Mutant attack destroys one Burrow, and a lone survivor separated from the group, Kipo, finds herself stranded on the surface for the first time in her life. Meanwhile, sinister forces are gathering to make Las Vistas their own. Whom will you help? Whom will you hinder? The choice is yours, as are these **1,000 choice points** (cp) to ease your three-year stay.

ORIGINS

Any of these may be taken as a Drop-In, but Burrow Person fits best.

Burrow Person: You grew up in a burrow. You're better educated than the average surface dweller, but maybe a little more sheltered and naive in matters of survival.

Lone Wolf: The first lesson of surviving on the surface? Trust no one. You learned this lesson young, and have been making it alone ever since.

Hustler: Life on the surface can be a grand adventure, you just need to step carefully sometimes and not let any of the bad stuff drag you down.

Mute (-100 cp) You're a mutant! Maybe an animal granted human intelligence. Maybe something like Dave with little or no biological precedent. You might even be a hive mind like Fun Gus or Mulholland.



LOCATION

You begin somewhere in the city of Las Vistas. If a Burrow Person, you may start inside one of the two hidden burrows where humans still cower from the world. There was a third, but it belongs to Fun Gus now.

Besides that, there's a university that the Astronomy Wolves took over for their observatory. Ratland, the amusement park. The hidden gym of the Raccoons, the Timbercat forest, Cactus Town forever divided between Heavy Metal Umlaut Snakes and Glam Rock Hamsters. The drowned towers occupied by the Mod Frogs, and more.



FRIENDS

Old Friends... (-100 cp) Bring your previous friends along for the ride! Up to a dozen a pop, with 800 cp of their own to spend. Companions cannot take drawbacks or Companions. Isn't it great to have friends?

...And New! (-100 cp) Anyone you meet here can come on future adventures, just be sure to ask nicely.



PERKS

Sing A Little Song (free all) Music soothes the savage beast. And makes connections and conveys emotions in ways words cannot. You are a skilled singer and accomplished in one instrument of your choice. You are good at

improvising lyrics, and a reasonably skilled dancer. How else will you function in a world where K-Pop and French Rap exist alongside factions aligned with Classical Music, Dubstep, Goth Rock, Glam and Heavy Metal?

Disarming Attitude (-100 cp, free Burrow Person) You have a friendly, upbeat personality that makes it really hard for despair to sink its hooks in, and easy to make friends. All but a heartless monster will feel at least a little bad about attacking you.

Pink Skin (-100 cp, free Burrow Person) For some reason, people never seem to question why you're the only person around with your skin tone or height. Or cat ears. Or why you're hovering, or surrounded by floating orbs, or anything else unusual about your appearance. They'll still recognize you from a description, but all these things will just be how you are to them.

I Love Science! (-200 cp, discount Burrow Person) You were educated in the pre-Fall ways of science, and are easily capable of keeping up with Billions and Billions of the Newton Wolves. Your knowledge of physics, chemistry, biology and astronomy would probably qualify you for at least four different masteries, maybe a doctorate in the old world.

Heroes On Fire (-200 cp, discount Burrow Person) It may seem corny, and it is, but when you sing along with another person you form an emotional bond, a shared memory that will bring a smile to either of your faces when you hear the song again.

Contingency (-400 cp, discount Burrow Person) It's well and good to start as a naive fish out of water, but no one can remain so forever. It turns out, when you think things through you're pretty good at contingency planning, coming up with fallback positions and plans, just in case that villain didn't have good in them all along. It's nice to reach out, but smart to be prepared.

Living Science Experiment (-400 cp, discount Burrow Person) Your DNA was mixed with that of a Mega-Mute. You can transform in whole or part into said Mega-Mute, and back again. You gain a degree of enhanced,

animalistic senses, though they only come into play when you focus or are in dire need, enhanced strength and speed and, of course, the ability to become larger than most buildings. You are perfectly in control and do not need an anchor to avoid becoming lost in the transformation.

Who Throws A Dance Party In The Middle Of A War? (-600 cp, discount Burrow Person) Kipo. Who tries living with their archenemy? Also Kipo. Who fostered peace and universal brotherhood across Las Vistas? Oh, right. It was Kipo. Notice the pattern here? Like the titular character, you have an amazing gift for diplomacy, bringing people together and getting them to see each other as, well, people. It won't always be smooth, but it will never be impossible to bring two wildly different groups to the table. It helps that like Kipo, you seem incredibly lucky as well as charismatic, at least while pursuing the goal of peace.

The Chase (-100 cp, free Lone Wolf) You can really move it when you have to, climbing as quickly as you can run, running twice as fast as you could before, taking in and plotting complex three-dimensional routes at a glance. But are you the one chasing, or the one being chased?

Surface Rules (-100 cp, free Lone Wolf) Rule one to surviving on the surface: never shout. On the surface we call that 'ringing the dinner bell.' Rule three: never pass up a meal. Rule five: Looking up, and not where you're walking, gets you killed. Rule seven: know when to run. These and many, many other rules will keep you alive. You not only understand how to survive in bizarre and dangerous environments, but how to communicate these lessons in short, succinct form. You can make a survivor out of anyone, given a few days.

Calm (-200 cp, discount Lone Wolf) Because panic never solved anything, and some mutes can smell fear. Or sense your heartbeat, like Death Stalkers. You can keep your cool in even the most extreme of circumstances.

Stealth Is Your Friend (-200 cp) Rule Thirty-Two of the Surface: Stealth is your friend. Stealth keeps you alive. Stealth keeps you out of trouble. Stealth helps you move house and never complains. Be more like Stealth. You can get in and out of most places unseen.

Animal Instinct (-400 cp, discount Lone Wolf) Your senses are sharp, your instincts in tune with your surroundings. It is nearly impossible to surprise or ambush you, as you notice every sound and feel eyes on you.

Be A Pack (-400 cp, discount Lone Wolf) It does seem odd for a *Lone* Wolf, but in a couple of hours, you can teach a small group to move in perfect sync, watch each other's backs and fight together flawlessly.

Kill Or Be Killed (-600 cp, discount Lone Wolf) When the chips are done, you'd rather it was the other people who died. You can kill anything, whether a Mega-Mute or a distributed hive-mind, or a perpetually reincarnating mute like Dave. You may need to find a vulnerable point, but you're good enough at killing to make it work, and what you kill remains dead.

Scrounger (-100 cp, free Hustler) Lot of ruins all around, lots of nooks people haven't looked in. You're great at scavenging materials and food, and almost ridiculously lucky in stumbling upon the things you really need.

Roll With It (-100 cp, free Hustler) Some things in the world have weird life cycles, or are really into jazzercise or something. You can roll with the punches and just deal with whatever kooky weirdness life throws your way.

Think Fast (-200 cp, discount Hustler) You need to think on your feet to get ahead in this life. Fortunately, when the pressure is on you speak and act by reflex the same as you would with careful deliberation. It may take your brain a moment to catch up with your instincts and reflexes.

Smooth (-200 cp, discount Hustler) Anyone can run from Bombardier Birds, you make it look cool. You know how to smooth talk and flatter anyone, to get them in a receptive mood for your schemes.

Best Friends (-400 cp, discount Hustler) The hardest thing, especially for a seasoned smooth-talker, is to open up and be emotionally vulnerable to other people. But this is exactly how you forge the friendships that really matter, the ones that can survive any trial. You know when it is best to be forthcoming about exactly who you are, your hopes and dreams and fears, and to help people do the same.

Traps R Us (-400 cp, discount Hustler) You're really, incredibly good with traps. Both in the making and setting, and the avoiding and disarming of. Snares, alarms, pit traps, ambush floats and more.

Jumper And the Beast (-600 cp, discount Hustler) You are a consummate liar, easily able to pass a mute off as an alien, or convince people to live in terror of a terrible beast without ever actually seeing it. You could live an incredibly cozy life as a scam artist, or maybe use your powers for good?

Night Vision (-100 cp, free Mute) Like a lot of Mutes, you can see perfectly well in the dark. Handy for sneaking around, or avoiding being surprised by a night attack.

Jumper Owns You All! (-100 cp, free Mute) Whether the simple roar of a Mega-Monkey, or Jaguar for that matter, or a short phrase, or even a power-chord, you can designate a single battlecry that will be absolutely terrifying to those on the receiving end and inextricably tied to *you*. The weaker willed may even flee rather than stand against such a mighty foe.

Extra Appendage(s) (-200 cp, discount Mute) You seem to have one or more limbs than would be standard. This may be a prehensile tail, it might stretch like the Mod Frogs' tongues, or be armored or have claws or a stinger. There's a lot of options.

Perfect Memory (-200 cp, discount Mute) You never forget a face. Or something you read or heard. Or anything at all, really.

Feta, Gouda, Chevre, Fromage (-400 cp, discount Mute) Like the goat ladies, you have discovered the power to divine the future by feeling and tasting cheese. Your prophecies are highly accurate, but not necessarily fixed, especially if someone acts with foreknowledge. It's truly amazing, the secrets held by the cheese. You also know how to make delicious cheeses in great variety.

You Provide The Blood & Tears (-400 cp, discount Mute) Like Hugo, you carry a potent pheromone in your sweat. One that makes humans and other primates, or a different class of animal life of your choice, pliable and suggestible.

Immortal (-600 cp, discount Mute) You can be killed one specific way, like poison, fire or garroting, stabbing a particular weak-point, your choice. All other methods, including age, fail. At worst, you will be reborn in a juvenile state and age up to adulthood over the course of a few hours.



ITEMS

Guitar (-100 cp, free Burrow Person) A reasonably portable means for making music on your own. Always in tune, and self-repairs whenever it isn't directly observed.

Anchor (-200 cp, free Burrow Person) A photo or similar token that reminds you very strongly of who you are. Can be used to break berserker rages or mind control, and is just useful if you're feeling particularly lost or alone.

Mute Hide Cloak (-100 cp, free Lone Wolf) Proof you killed a dangerous mute, you're wearing its skin. This is very intimidating to other mutes.

Stalky (-200 cp, free Lone Wolf) A Deathstalker tail on a metal pole. The paralytic venom works across virtually any species short of a Mega-Mute and will paralyze any targets for a few hours.

Old World Snacks (-100 cp, free Scrounger) A random assortment of highly processed, mostly preservative, two hundred year old snack foods. There's chips, coco wafers, chips in a can, cheez whiz and soda! Refills but never with anything more than a convenience store snack run.

Fan (-200 cp, free Scrounger) A potent symbol of... actually it was never quite clear. But a whole tribe and species wiped themselves out over this token device that... blows a cool breeze. The survivors made peace, however. This story and sign that people can learn to live together never fails to touch people.

Nice Suit (-100 cp, free Mute) Just because the world ended, is no excuse not to look your best. This bespoke suit is fitted perfectly to your form, no matter how unusual it may become, and is self-cleaning and repairing.

Exotic Mount (-200 cp, free Mute) It might be a giant dragonfly, like the Mod Frogs use, or a two-headed Flamingo like Scarlemagne's flunkies use. Or a giant flea like Pierre. Definitely not a Mega-Mute though. In any case, this lets you get around with speed and style, and will be a loyal friend as long as you don't abuse them.

Dubstep Darts (-200 cp) Crossbows with darts tipped with the venom of Dubstep Bees. This forces the victim to dance until they collapse from exhaustion.

Cure (-300 cp) Dr. Emilia's cure for mutation, which turns mutes into ordinary plants and animals, ending their existence as people with their own hopes and dreams and fears.

Cure's Cure (-300 cp) A formula for the mutagen that caused all this wild flora and fauna in the first place. Just in case any future worlds you visit could use some Wonderbeasts. Or anyone you're attached to gets cured of their mutations. *Sniff*... I'm still not over it...

Aurum (-600 cp) A glorious city made of gold, and it's mostly finished and cruelty-free! Might need a little tidying up. One selectively careful previous owner.

Ratland (-600 cp) The one functional amusement park in Las Vistas, run by the incredibly friendly rats. In addition to being the only place you can ride a roller coaster or Ferris wheel in the post-apocalypse, Ratland serves as neutral ground where all are welcome, and can retain that status in future Jumps.



DRAWBACKS

One... More... Turn! (+100 cp) Okay, okay! You can stay a full ten years. In fact, you can take this up to four times, each after the first adding one decade.

Awkward (+100 cp) You are really bad at relating to other people, or talking to them. If you want someone to be your friend, or more, you'll stutter and

act strange, blurting out things only to react in horror. In fact, it might be best if you said nothing at all, or interacted exclusively with people happy to see you being a huge dork.

HMUFA (+100 cp) You... are really bad at acronyms. But you just can't stop using them for anything that takes three words or more to say. Oh well, maybe someday you'll get it right.

Thea-otter Kids (+100 cp) It appears a traveling thea-otter troupe has made an extensive parody about you and spread it across Las Vistas. Everywhere you go people have heard of you as a bumbling oaf, or sometimes a terrible destroyer. Pretty much whichever reputation is least convenient for you at the time.

Neo-Classical Shenanigans (+200 cp) Hugo, aka Scarlemagne, is fully aware of you and considers you the greatest threat to his vision of the future. You are guaranteed to be vulnerable to his particular form of mind-control pheromones, regardless of base species or willpower perks.

Doctor, Doctor (+200 cp) Doctor Emilia is aware of you and the incredible threat you pose to her plans. She has already completed the Cure, which can remove your Jump-powers, including any purchases from this document.

... The Comic (+200 cp) You're in the continuity of the original webcomic! The bad news is, the existing thirty-two pages cover less than an hour of in-universe time. Your metaknowledge will be virtually useless.

So Cute! (+300 cp) Oh no! You touched the Mega-Rabbit babies and now their scent is all over you. Doesn't matter how much you wash, you'd best be real careful to mask it heavily, or the Rabbits will chase you down, drag you to their lair and smother you with love. Possibly literally, they're very strong and super-fluffy and even the babies are probably a lot more resilient than you.

Wolf In Wolf's Clothing (+300 cp) You collect trust and intimacy issues the way other people collect stamps. Maybe the people who raised you did so to give their children a challenging hunt, maybe you just trusted the wrong person too many times, but your immediate reaction to even your beloved Companions is suspicion and hostility and it will take a monumental effort for anyone to overcome that.

Already Cured (+300 cp) You know the drill. No powers, perks or items from previous Jumps, total Warehouse lockout. You'll be getting by purely on what you pick up in this Jump.



END

Age of Wonderbeasts: What an amazing world! Why would you ever want to leave?

The Adventure Continues: It's been one great adventure. The next is waiting though.

Going Home: It's about time, isn't it? Time to go where all journeys end, where they began.