

Crash Bash Jump (MJC Edition)

Version 1.1 by Tri-Sevon

Normally, the story of Mad Scientists, Mutant Animals, and Bandicoots would be playing out in their usual ways. Except for this time, because now is anything except ‘usual’. How so?

To make the long and short of it, Aku Aku and Uka Uka have summoned Crash, Coco, Cortex, Brio, Tiny, Dingodile, Koala Kong, and Rilla Roo to act as champions for their sides (with Tiny and Dingodile being sent to Team Aku Aku as balance).

Oh, and the kicker…You will be joining the competitions they will be holding. But before you go, here are **1000 Bash Points** for you to prepare yourself.

Level Hub (Location)

Here are a selection of various locations you can pick. And in case you wish, you can roll some dice to determine where you start instead.

Wumpa Islands

The Wumpa Islands, a trio of land masses with their own unique additions to each of them. And while these would be among the first locales Crash would find himself in his adventures (and eventual home to settle in), you find yourself out here…

…Well, before you get (possibly) brought along to where you need to be.

Cortex Castle

While still on the Wumpa Islands, this chunk of one of the islands belongs to the infamous (and still on a losing streak) Dr. Neo Cortex. A truly large medieval styled castle, albeit also sporting the technology and metal devices a mad scientist would want…

…Thankfully, you arrived in a (hopefully) safe section of the castle until you (possibly) ended up elsewhere…

Hyperspace Temple/Hub

The main location for where Aku Aku and Uka Uka would settle their fighting against each other by proxy. Despite being what looks to be a stone temple in the middle of space, this is a safe environment to exist in…

…And in case you don't want to be right in the middle of the two's discussion, you can also opt to place yourself in the Hub Zone that will host as the means to arrive (or a means to escape) at the various locations holding the competitions their teams will be participating in.

Free Choice
In case you rather actually wish to start out elsewhere in the Earth of Crash Bandicoot, you go with this. Oh, and you will have a means to access the competition going on if you would wish to get involved at all.

Origins (Background)

While you are initially given a goal to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Personal Form (Species)

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Bandicoot
Well, they may not be close to actual 'Bandicoots', but then again…Crash himself is not a normal Bandicoot thanks to the Evolvo-Ray. Anyway, this is an option for you if you want it.

Human

Given the amount of animals and mutants, the humans in the cast (even if they are mostly Mad Scientists) are actually not that common. And yes, you don't need to be purely human if you wish to make yourself more cyborg-like.

Mutant Animal
In case you want to be something else other than Bandicoots and Humans, but maybe want to be more creative. No matter if you just end up being a mutated specimen of a specific animal, or as a hybrid like Dingodile or Rilla Roo, you'll be able to make it work.

Other
Includes all of the other possible cases out there that aren't the options above. In essence, this is the *Free Choice* option to use whatever you want. Like if you want to be an Alien like Oxide or a Mask like the Mask Brothers.

N.Sane Skills (Perks)

*You gain **5 Bash Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 600 CP to use.*

Amusing Failure [Free]
This is a special ability that you can cast on others, especially in those in more friendly competitions, that will make an disembodied announcer call out their failure or loss with the immortal words of "***You Fail***".

Other than brief amusement or a good bit of self-deprecating humor if you inflict this on yourself, there is not much else this can be useful for. And no, it will never be truly grating to you or anyone else…

Loading Vortex [Free]
In case you have any abilities, powers, tech, or what have you involving the usage of portals (or similarly related things) for transport, you can use this to freely design what the interiors will look like alongside being able to make visuals and audio changes.

For example, you can put in a swirling vortex as the ‘background’ and play any bit of music you own (especially via Perks) to offer something as a distraction or to make things more fitting for however long the trip lasts.

And no, this is more of a vanity or stylish focus. Trying to weaponize this solely by itself will just result in complete failure no matter how you try to twist the conditions.

Jumping Power [100]
Quite simple, but surprisingly useful. In case you find yourself having to be evasive, especially with hazards being kicked/knocked your way or having to jump over gaps, you have the ability to boost your jumps in both vertical and horizontal distances that others won’t be able to replicate without help or aid.

Hazard Maker [200]
Even in the midst of TNTs and Nitro Crates, you seem to have a knack of setting them off when your foes are around them and you aren’t. And even then, you also have a strong sense of analytical speed (and luck) in being able to cause them and escape them in one fell swoop.

Power Aim Thrower [300]
Those stone blocks shaped like the usual Crates can be quite heavy, especially for the Bandicoots and Scientists. But you? You don’t have to worry about lifting them up, because they are light as a feather in your mitts.

And even better, they can be thrown with ease while still maintaining the force and speed you exert upon them. In short, you can actually control how far you throw them in both short and long ranges, while enacting maximum damage if you strike someone.

Environmental Attentive [300]
Sometimes, the environment is more of a hazard to everyone altogether. Especially if and when it begins targeting you more overall. In essence, if the environmental

factors ever start singling you out, you can instead easily twist and manipulate them to make them a form of advantage for you.

Especially if, like say, something is flinging Nitro Crates at your last known position…Well, you can guide them to land on your opponents instead with good timing and movement.

Health Bar [100]
A special bar that can appear in your field of view that keeps track of your health at all times and can be changed around to suit your needs on a visual level. You can also toggle it off, if you don't like to see it all the time.

Fruit Boost [200]
Ah, Wumpa Fruit. A favorite of Crash Bandicoot due to just how tasty they are. And now, you have an additional reason to like these fruits. Eating just one of these will restore a semi-large chunk of your health, no matter what kind of damage was inflicted on you.

And of course, in case you are actually allergic to them, you can instead substitute different fruit to get the same effects.

Kick Field Boost [200]
You can now, at will, project a temporary quick field that will act as if you are kicking something with a heavy amount of force. And the best thing is, that this will work even if you are on foot or inside a vehicle.

Repulsion Fields [200]
You have the ability to summon a temporary field that will actively repel projectiles by repulsion or curving them around into a different direction. And as a benefit to you, you can place these on yourself or your allies.

Magnetic Launcher [200]

You can now magnetically attract, hold, and then launch objects that are able to be attracted to magnetic forces. And since you control it, you can start and stop it as you see fit as long as the objects are near the immediate vicinity of your physical form or vehicle.

Angle Shifter [300]
You now have the ability to make the local surroundings around you able to tilt or slant themselves in an upward or downward angle while being able to make yourself and your allies unable to be affected by this.

This also gives you a set of skills on how to make best use of these angles and tilts to aim whatever you may be firing or if you plan on using them in evasive or escape-like manners among others.

Red Pinball [400]
Normally, in the game type of Ballistix, the goal is to send the 'Pinballs' into your opponents' gate till they lose all of their points. This is a special 'Red Pinball' that you can now summon that will have two modes…

…One that will inflict a small bit of harm on a target that hits or deflects this projectile, or an alternative mode that will instead inflict massive damage on vehicles/devices if it comes in contact with them. And usually, it may lead to the explosive kind of destruction.

Of course, when and if you summon this, it'll never harm yourself or anyone else you wish to not inflict this upon as long as it is in play.

Charge Stamina Bar [100]
Much like the Health Bar, but this one instead works for charging/ramming based attacks. This will help give you a clear idea of how often you can perform these, but also help designate how much oomph you can give them as well.

Fall Cancel [100]

In case anyone is trying to knock you off a platform, cliff, rooftop, or something else akin to those, you instead find yourself able to defy gravity for several seconds to reorient yourself and get back into the (hopefully) solid ground.

Iceful Grace [200]
No matter if you end up on icy ground, you will never slip and fall on your own accord. But this also instead makes you able to ‘skate’ on them naturally, even on foot, vehicle, or any animal/steed you may be on as well.

Skewed Luck [300]
You find that taking chances with luck that can have a good or bad outcome, the ‘chances’ are instead shifted more towards your favor. And even WHEN you get something that is ‘bad’, you also will have just as likely a greater chance to give someone else the outcome instead (if that is possible, of course).

Rhythmic Jumping [100]
In case you happen to be using something like a Pogo Stick or any other equipment/vehicle that tends to be rather repetitive in their constant vertical movement, you instead will not face any consequences for long bounts of time that may arise from that.

And also, you find that you can set your own sense of rhythm to these movements that can actually make you go faster and have more control as well than normal methods, if you wish.

Pinpoint Aiming [200]
In case you wish to ensure that you only hit your opponents (and none of your allies), this is for you. This allows for any projectiles you fire to be on a set vertical level and horizontal direction akin to the four points on a compass (as in ‘North, West, South, and East’.)

Stun Amplifier [200]

Any attack, item, or equipment you use that can induce a stun-like state will now be able to last longer, while also making sure to pierce any protective clothing and/or armor the target may be wearing.

Rotation Master [100]
You find that any turret you are using will now be able to rotate a full 360 around their position, even when it seems like they shouldn't. This also, of course, speeds up the ability to turn or rotate things that aren't turrets as well by a significantly large amount.

Mini-Summons [200]
For some reason with this, you have the ability to freely summon what look to be (by default) two mini-sized versions of Crash Bandicoots sporting red pants as their other notable physical difference.

These summons are meant for using any nearby items (such as stone-shaped crates) as resources for their throwing based attacks, but they can also act as distractions as well.

Unfortunately, they are not very tough as a simple light attack can outright defeat them. On the other hand, this does mean you can summon more to compensate if you wish by spending a small bit of your stamina, health, magic, or other forms of energy you have.

(And yes, you can change up what the summons look like as well, but they will retain the same mini-size if you only rely on this Perk.)

Bio-Toxic Transformation [300]
At will, you can shift in and out of a form resembling a giant blob monster made of toxic waste. This offers an increase in sheer power, intimidation, and the ability to easily traverse any mundane hazardous toxic material as well while in this form (and a very strong resistance to more extraordinary kinds).

You can also break off small pieces of yourself to make individual portions that you can remote control and see through thanks to them also somehow having eyes and other senses.

Competition Maker [300]
A special ability has been given to you, as you can now actually create and modify small arenas/areas to host competitions in. And while this does include some specific types (as will be listed down below)...

…You can also freely tweak and edit the rules of each of the included types to make handicaps, edit rules, or even make specific gimmicks that can impact one person or the entire competing group.

(As for the list, these include: Crate Crush, Polar Push, Tank Wars, Crash Dash, Ballistix, Pogo Pandemonium, Medieval Mayhem (Ring Ding, Dragon Drop, Mallet Mash, and Keg Kaboom.)

BAS (Bandicoot Assisted Speedrun) [700 - Special*]
You cannot acquire this with a Bash Token.

A bit complex, but to try to explain: You find that you are now able to master any form of game near-instantly, as if you are playing in the most optimal manner in the confines of said game's rules and limitations.

And as a major detail to note, you will also be able to use the abilities and skills used and acquired by the one and only Crash Bandicoot as well with this. But what makes this even more special is that you will retain all of these, even if reduced to your **Body Mod** (or similar equivalents).

And yes, that does mean you have the famous spin attack, which will be surprisingly powerful (if a bit dangerous with having to be up close and personal with your enemies).

N. Sane Items (Gear & Equipment)

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

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Basket Of Wumpa Fruit [100]
An entire semi-overfilled wooden basket of Wumpa Fruit. And despite no matter how much you take out, it will never actually empty and stay as fresh and clean no matter where it ends up.

And in case you wish to use other fruit instead, go ahead. As long as it is a mundane type of fruit that people can actually enjoy eating.

Custom Pogo-Stick [100]
A form-fitting and modifiable Pogo-Stick that can never break on its own, while also repairing any damage that may come its way. It also doubles strangely as a weird paint tool by making any ground based floors with square tiles or circular dots become painted with whatever color you want.

Custom Jetpack [100]
A fully fueled and modifiable Jetpack that can allow for hovering and pogo-stick like Jumps, that offers the same weird painting ability like the *'Custom Pogo-Stick'* Item above with nor harm to the environment via its propulsion of open flames.

Custom Hover-Vehicle [100]
A special one-seater hover vehicle that is perfect for playing the Ballistix game, while also having a separate mode for the Crash Dash game.

Otherwise, this thing is useful for traveling around above the ground with its unlimited fuel, but does not have very sturdy defenses by default and offers little innate protection to the exposed driver.

Speed Shoes [100]
No, these are not that pair of shoes by that ‘Blue Boy’, but they do offer a large increase in speed by being worn with whatever form or body you may have. They will also self-repair and clean themselves over time if need be. And also, they can be easily modified in other styles and colors in case you don’t like wearing red shoes.

Winged Shoes [200]
A pair of blue shoes with small wings on them that help you move normally against ground-based forces that are pushing and pulling you in any other direction that you wish to go in.

These also retain the same function such as form/body fitting, self-repair, and self-cleaning, and modifiable qualities as the ‘Speed Shoes’.

Missile Collection [200]
A special restocking collection of small white and green fin-missiles, with a special version carrying a specific red color marking. The normal type can fire in a straight line till impact, while for example, a red-marked missile can split apart and shoot out in 4 different directions.

Vacuum Cleaner Charm [200]
A miniature red and gold colored vacuum device, that when activated will actively attract and bring items to you. What exactly you end up attracting to yourself will be up to you, but do make sure to be aware that if it is rather heavy and/or large…

…You may not be able to get it to move as fast as other lighter and smaller items.

500 lbs Weight [200]

A special miniature weight with a ring hook on top, that when activated (and deactivated) at will, will make whoever is in possession have around 8-10 seconds to remove it before a much larger and heavier version of this weight to land on and crush them.

The summoned weight is set at 500 lbs, meaning that if one is strong enough, you could catch it and avoid being crushed…Or perhaps use it as a means to throw 500 lbs of pure shaped metal at a foe.

Slowing Z Trinket [200]
A strange purple ‘Z-Shaped’ trinket that holds a special use. When activated, it designates a target of the user’s choice in the immediate area to move extremely slowly, as if all of their body parts were sleeping or perhaps forced to be in ‘slow motion’.

This can be reduced in its slowing effect, while also making you unable to make little to no noise if you wish to use it as an alternative method to stay quiet and stealth-focused.

Dr. Roo Cane [300]
A strangely well-designed gentleman’s cane that can double as a Pogo-Stick somehow. But what this does differently is the ability to place down temporary spots that carry the explosive qualities of TNT and Nitro Crates.

Thankfully, you and your allies will never be harmed by these explosive spots going off, while also being togglable if it damages the surrounding environment.

Bearminator Sub & Mini Robo-Polar Bears [300]
This is a special submarine vehicle that can operate in the coldest of waters, while also being incredibly comfy for the crew and captain, despite it only really needing one person to pilot it.

The Submarine also comes with 4 special cannons, with three of them dedicated to shoot out Mini Robo-Polar Bears armed with missiles to take out foes and enemies.

The 4th and last cannon is a large bomb launcher that can easily destory entire chunks of metal only ot destory specific sections if aimed carefully.

(The robot polar bears will always be loyal to you and your allies, while also being unhackable. And yes, you can in fact ride them like a mount or steed if you wish to go that route.)

Projector Beam Robot [300]
This is a small hovering semi-circular robot with a green and red eye that you now own. When activated, it will float around in the air around you and your allies to find the optimal locations for it to deploy a red beam that can grant various temporary effects and power ups.

It will also recognize who the enemies are, and will give them negative effects if they happen to reach the red beams first, or shock them into stunned states with beams of white lightning.

It will repair itself over time and if it happens to get destroyed, you get a new copy that will be found in your nearest property or Warehouse after the span of one day.

Purple “?” Crates [300]
A restocking supply of strange purple-colored Crates that have a “?” embedded in the middle of all sides. These will always contain a bunch of Wumpa Fruit, but will also sometimes supply three strange shaped trinkets as well.

A ***blue shaped ring*** that when active produces multiple ring-shaped waves that can push any projectiles out of the way and damage foes.

Another one is a ***light blue sphere-like orb,*** that fires three large orbs of energy that home in on foes before exploding upon contact.

And lastly, a ***small missile trinket*** that when activated, will fire off 8 missiles two times for a total of 16 blast-damaging explosions around you.

These trinkets have limited uses before they break, but as long as you have enough of the Purple Crates, you can easily get more and more to use as you see fit.

Fox Tank [400]
A special mini-tank that you can easily drive around in, alongside a selection of 4 weapons to use as you see fit that come with the tank. They also come equipped with a set of timed mines you can leave behind to damage any foes that get caught in its blast radius.

As for the weapons mentioned above, they are:

A **yellow-energy shooter** that is great at bouncing around corners with good speed and power.

A **green-energy shooter** that offers high damage, but limited lifespan to bounce and move around.

A **spikey-land ball shooter** that offers the highest damage in the set, but is the slowest overall in terms of projectile movement

And lastly, a **red-orange energy shooter** that has the lowest damage, but can fire the most often and have the fastest speed.

(The Fox Tank, Mines, and Shooter Weapons are open for modification, with the latter also being open to accepting any new weapons to boot.)

Big Bad Fox Base [400]
A mechanical elevating and delevating multi-layer base that has three spikey ball shooting cannons on the first level, 4 green-bouncing energy shooters on the second floor, and two full-on dual missile launchers on the third and final floor.

Alongside, as a means of last resort, it also comes with two ‘Fox Tanks’ automatically fitted with green-energy shooters to act as a last bit of defense or a means to escape from the area.

And if in case this place gets destroyed, you do also get blueprints on how to make a replacement easily…Or just make more of these with any improvements you can make.

(And yes, the special defensive base is fully modifiable, but not the Fox Tanks inside of it. And once you lose those, you can't get them back again.)

Box Of Power Crystals [400]
A special pink-colored crate full of 25 Power Crystals, which can be used to power any technological or magical device with their energies stored inside them. And they also automatically recharge themselves over time if somehow fully drained.

They also are easily able to fuse or merge with other powered hunks of rocks, crystals, or metals to improve their traits as well if you have a means to pull such a feat off.

(And for note, this special crate also does restock any taken crystals, albeit at a very slow rate of 1 crystal per day.)



Teammates (Companions)

Companions can purchase more companions.

Import [200-300]
You can bring along 8 companions for 200 BP. They will each individually get 600 BP to spend for themselves or instead receive 4 Bash Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 BP to bring in as many as you want.

Recruit [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the BP you spent.

Supplement/Crossover Mode

You can choose to use this jump as a supplement and attach it to another jump. Alternatively, you can Import another jump of your choice if it fits the Location option you selected.

(You will have to fill out the second Jump Document, while keeping the point totals separate. The setting (any other attached parts) you selected will then merge into one.)

Drawbacks

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Longer Stay [+100]
You can take this to make you have to stay around for a decade, but you can only take this up to 5 times. Any further time extensions will not award additional BP.

Loading…Loading [+100]
You find that trying to travel around between the hubs and games will just take a noticeably bit longer amount of time. Like say 5 mins at best and 10 mins at worst.

Power Up Hog [+200]

You find that your opponents will get a bit more lucky to get power ups before you in the games you compete in here.

Bad Wumpa [+300-400]
You find that you can't enjoy the taste of Wumpa Fruit for some reason, and as a result, any healing it can give you will be diminished in effectiveness.

For an additional **100**, you will instead be allergic to Wumpa Fruit and will not gain any form of healing from eating them. And no, you won't die by eating them or touching them…

Gem Challenge [+300]
You now have to participate in the games being held by Aku Aku and Uka Uka and earn at least **15 Gems** in order to leave this setting. Thankfully, you will have unlimited attempts on each game till you earn enough.

Crystal Challenge [+400]
Much like the one before it, except you now have to get **15 Crystals** at least in order to be able to leave this setting. The catch is that each game will have something that will change things up for you or the entire cast of players.

Relic Challenges [+500-600]
Now…you got a challenge ahead of you. You need to earn at least **5 Gold Relics** in order to leave the setting, which means beating your opponents in a game twice in a row in order to earn them.

However, they will be…fairly more competent than they may seem, meaning you can't just expect to win easily.

For an additional **100**, you instead find that they are…well, singling you out when they can in order to make sure you lose. And you have to win 3 times in a row…And earn **7 Platinum Relics** as well.

(And yes, you do get unlimited attempts on each game to earn these.)

External Bash Lock [+600]
You will have no access to any outside Perks, Gear/Equipment, and especially your Warehouse. And you will have to rely on what you can get here. So good luck!

200% Completion [+700 & Special]
Quite simply, you have to completely get every single Trophy, Gem, Crystal, and both kinds of Relics. However, you will find that anyone who is not your companions will be working against you in some form or manner in the games.

This will take time and effort, but it can be done. And you can have downtime to pick up from where you left off, alongside still having unlimited attempts to win everything.

And if you do manage to do this?

Well, if you do it and complete it, you get a No BP-Cost version of the **BAS (Bandicoot Assisted Speedrun) Perk**, plus the collection of the game rewards (plus the Power Crystals) as a bonus.

Final Decisions

So with your venture over, you have three choices…

Next Challenge (Next Jump)

Wumpa Paradise (Stay)

Homeward Retirement (Home)

Jump Notes

BAS (Bandicoot Assisted Speedrun) Perk: Yes, that is meant to be a play on words for a ‘TAS’ or Tool Assisted Speedrun.

Change Log

v1.0

Initial Template Creation

v1.1

Minor Fixes