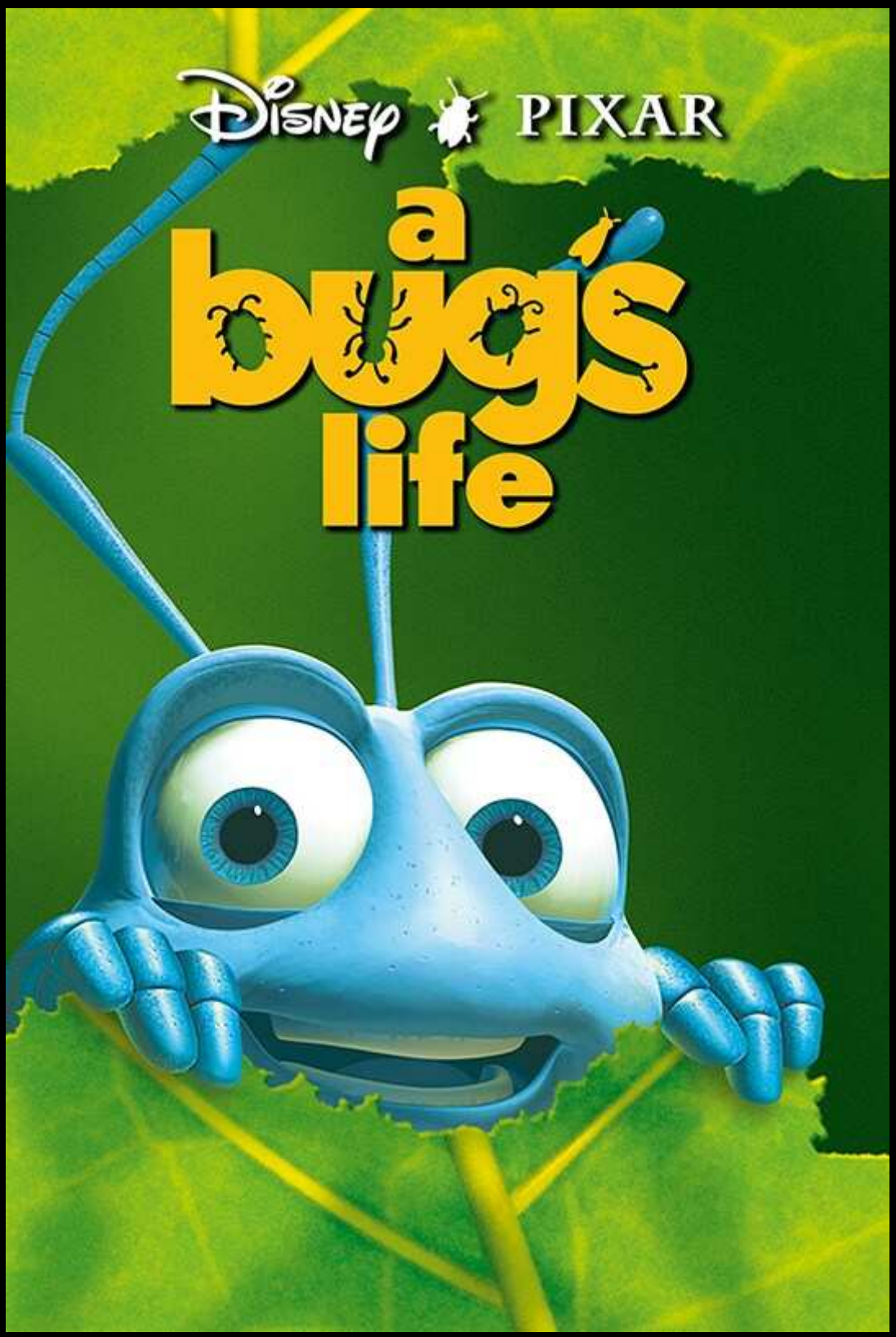


A Bug's Life Jump
v1.0
by LJGV/Sin-God

Welcome to the world of *A Bug's Life*, dear jumper. This classic animated film revolves around Flik; an idealistic young man, who is also an ant, who has sometimes naive

dreams of inventing new devices that make life easier, happier, and healthier for his people; a nest of ants in the middle of beautiful "Ant's Island". This world is inhabited by bugs of various kinds who dwell in distinctive communities.

Many smaller communities are home to only one type of insect, but larger, cross-species communities also exist and thrive in the wider world. Manmade devices and scattered remnants of humanity dot the landscape and serve as part of the background, or on rare occasion parts of devices bugs use.

As a jumper you enter this world the day that Flik will accidentally destroy the large supply of food that the ants have been gathering in preparation for the arrival of the grasshopper warlord Hopper as part of an agreement in which the ants surrender some of the food they gather to the grasshoppers in exchange for a negative sort of peace. This moment sets a series of events in motion that will forever change the lives of the ants of Ant's Island. For the next decade you'll be here, able to join Flik, or even oppose him if being a bully is more your speed. Either way your presence here will most likely change things. Whether it's for the better or for the worse is hard to say…

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

Author's Note: This is a jump for A Bug's Life. Have a link to the trailer to this classic late 90s animated movie.

Starting Location

All origins initiate this jump in a place determined by their origins. Idealists & Royalty start off in the ant's nest Flik and his fellow ants live in, Circus Performers start off in "The City"; a large multi-species community incorporating a good amount of manmade objects and items, while Bullies start off in Hopper's Hideout; a bit of a parody of a tropical resort located in a sombrero in the desert.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, though age is relative and so you decide whether you are a child, an adult, or elderly for your kind.

Origins

All who visit this jump get two distinct parts of an origin. The first part is your species, with eligible species being: ants, grasshoppers, stickbugs, caterpillars, ladybugs, praying mantises, moths, black widows, pillbugs, and rhinoceros beetles. All of these species have access to one species perk which is free, and all of the species are compatible with all of the fuller origins. The second part is your proper origin; your backstory and the perks and items that are discounted to said origin. Your species becomes an alt-form you can freely tap into and don in future jumps. All origins and species are free. All species have a human-like lifespan to allow for the curiosities of a jump's standard length. ***As an additional note, any gendered language in an item's or perk's description is flavor text. All perks and items are gender and sex neutral and work equally fine for members of any species and/or gender/sex.***

Idealist
Ah the starry-eyed dreamer. There's a purity to this kind of person that's admirable. As an idealist your head is filled with thoughts and observations about the world. You're not content with sitting quietly and doing nothing in the face of injustice and you don't idly accept that the way things are is the way they must be. No, you're a thinker. And when push comes to shove… Maybe you're even a doer?

Nobility
Every organization, group, and clique has those at the top. And that's where you come in. You're the top dog, or maybe top ant? Others in your community respect and obey you, while even foes recognize your worth and view you as a tool with which to manipulate your people. This can, unsurprisingly, be a double-edged sword.

Circus Performer
Ah yes the entertainment. You're a charismatic performer, able to adopt a persona and entertain the masses. You're also skilled at the more rote parts of acting like memorizing lines and cues. Keep it up, jumper, and you could be famous!

Bully
And then there's THIS jumper. You're a brute. You know how to instill fear in others and draw your fellow sadists, or simply those who understand the efficiency of loosely directed violence, to your side. None of this means that you're dumb, in fact there's a certain kind of animal cunning it takes to successfully live the sort of lifestyle you live as a successful warlord, but you're finding ways to make it work.

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

General [Undiscounted]

Alt-Form Resizer [200 BP]
Humans. To bugs they are terrifying but their influence on the world is undeniable. Human trash has been repurposed by bugs all over the world of the film. And so it'd be odd if a jumper came here, activated their human alt-form and then just killed everyone by accident. This perk protects against that. With this you can decide the relative size of your alt-forms conditionally and at will, so if you want to adopt a huge alt-form (relative to the other characters) safely you can. And you can choose not to do that. In this jump this mostly helps you have access to your other alt-forms without smashing the cast, but in future jumps this can help make smaller alt-forms much larger and thus allow you to do something like become a human-scale rhinoceros beetle or ant freely.

Cross-Species Communication [200 BP]
Somehow you can communicate in ways that transcend species. You have an ability to be understood by all beings that are considered of comparable intelligence to you and yours, which does mean that you might be able to communicate with species that are or seem less sapient, potentially including dreaded creatures like birds, though that may be tricky unless you have a form that helps facilitate this like a bird alt-form of your own.

Species Perks
All of these perks are free to jumpers who select the corresponding species as part of their origin in this jump, and cost 200 BP for everyone else. All of them are freely selectable for jumpers regardless of their species.

Communal Living [Free for Ants]
You are a master of communal living. You know how to cooperate with people and beings like you (with someone who wants to cooperate but being wildly different from you offering you only a small boost while a sibling who wants to get along offers a massive boost) and how to mold your environment in a way that makes it easier to live in while minimizing the changes you make to it. You won't turn a forest into a city with this, but you'll find a way to ensure that you and your tribe can thrive in a lot of different environments while leaving the environments surprisingly pristine. The more your community grows the better you get at taking advantage of the strengths of your people.

Feral Ferocity [Free for Grasshoppers]
You are a member of a fiercely feral species, it wouldn't do if you couldn't get some benefit from that would it? The more feral you act the greater the fear you strike in others. This is helpful for both general intimidation and also for battle, as when you enter a conflict with someone and begin to battle you can behave in a feral manner to confuse your foes and throw them off their game.

Prop Power [Free for Stickbugs]
Acting! You are capable of acting like a prop of various sorts, especially ones that align with your body plan (so as a stickbug you could act like a spear, a stick, or any other

such object) with impressive ease and skill. You can even be used as such a prop with some level of skill, allowing you to be a handy weapon or anything else that conforms with your body type with your weight and other physical attributes enhancing your performance in various ways keyed to the intended uses of the objects you're impersonating.

Metamorphosis [Free for Caterpillars]
Like Heimlich you are a creature that is destined to undergo a significant transformation. Unlike Heimlich you are more freeform and can have some measure of control over this transformation. Once per jump you can eat a significant amount of food and force yourself to enter a state of metamorphosis. When you finish this transformation you'll have a significantly altered new form that has new abilities, though you can key these abilities to a given environment and gain abilities relative to that environment. This is one and done for each jump and environment, though you can eat a lot to temporarily return to a past form for a day or so.

Gendered Greatness [Free for Ladybugs]
You are always identified as whatever gender would be the best for you to be identified as, with this even trumping supernatural methods of detection such as scrying and the like. Gender will never be a weapon used against you ever again, dear jumper (unless some drawback trumps this).

Gravitas [Free for Praying Mantises]
Impressions. They matter, quite a lot. You know exactly how to give off whatever impression you want to give, and you're also quite skilled at accents and impersonations, though less so than you are at molding the impression you give off.

Aerial Ace [Free for Moths]
You are a flying phenomenon dear jumper, capable of all sorts of wicked mid-air tricks and you become a better, faster flier at impressive rates. With this you'll be a nightmare in the air, and this holds true even if your form of flying is not related to your wings but is part of a vehicle or due to some supernatural ability you possess. And yes, this does grant flight to non-flying insects.

Envenomed [Free for Black Widows]
Black widows are feared the world over for their deadly venom. And you are not an exception. You possess a powerful bite and can actually toxify objects in your possession, making them even deadlier. You also have the power to cover friends and allies in your venom and render it harmless to them but still harmful to your foes if you want to surprise enemies or dissuade would-be attackers. You can also access your venom even in other alt-forms!

Parkour! [Free for Pillbugs]
Like many pillbugs, you're a skilled adrenaline junkie and parkourist. You have the ability to move around at a healthy clip by rolling up into a ball (which you can now do in any of your alt-forms) and are a skilled stunt performer, one able to easily plan and execute a range of death-defying tricks with little or even no harm done to you, your friends, and others involved in the tricks. You also take no fall damage, which is just nice and makes you a much better jumper cannonball than you'd otherwise be.

Tank [Free for Rhinoceros Beetles]
Oh you're imposing. Not only are you always gonna be (unless you'd rather not be) on the larger side for any of your given alt-forms moving forward. You're as strong as you are large (and get a damage buff that scales higher the larger you are relative to what you're trying to harm or destroy), and you deal double the damage you'd otherwise do to structures and the like. People would be wise to fear you, dear jumper. This also makes you quite imposing, and if you are bigger than those you are trying to scare this effect is further enhanced, allowing you to be very intimidating if you'd want to be.

Idealist

Wanderer [100 BP | Free for Idealist]
Sometimes being starry-eyed isn't enough. Sometimes, to make change happen you have to go on a journey. If you end up going on such a journey you'll find that it's easier than it should be. Somehow you have some nebulous quality about you that makes you a skilled explorer, able to deftly cross various environments and get to where you're doing a little faster than you should be able to. This also improves your luck when it comes to keeping you safe in new environments, which can help if you're a country bumpkin going to the big city for the first time.

Accepted [100 BP | Free for Idealist]
You have a quirky personality but people are accepting of you. So long as you don't do harm, people are remarkably likely to accept you, quirks and all. Sure some people may roll their eyes at you, but in general people are very likely to find your quirks endearing. If you prove yourself useful some folks will even come to admire your quirks! Utility based social acceptance for the win! This also makes people more generous towards you as part of their first impression of you, giving you more leeway to get away with making a neutral or even bad first impression and helping you get accepted by people very different from you more easily.

I Have Crossed The Horizon To Find You [200 BP | Discounted for Idealist]
Sometimes finding good help is hard. It can even require venturing far and away from where the help is needed. You have two curious buffs that can go a long way towards helping with this. Firstly you have an instinctual sense for where to go to find the kind of help you need (with the greater the need causing you to feel a pull in the right direction more strongly) and you have an amusing quirk that the further out you go the better the help you can find. Now the help may take on forms that surprise you, and they can ask for help (or pay) of their own, but this helps smooth things over a touch. It may not be easy but even the oddest bedfellows can be found in the stickiest of situations if you earnestly seek out help or approach new friends with an open mind.

Inspiring Courage [200 BP | Discounted for Idealist]
You are a tyrant's worst nightmare; a courageous soul. This is surprisingly uncommon, but with you it's a powerful skill and a contagious thing. You shine brightest against the worst tyrants and your courage, when used sparingly, can inspire entire other groups of people to rise up and say "No more". This can even help inspire strangers or those otherwise unaffected by your crisis to come to your aid. Wise tyrants will learn to be frustrated by you, and smarter ones will learn to fear what you could do. This also helps you when it comes to motivating people to accept that things in general could be better which could open them up to dramatic and drastic changes if they make their lives better.

Lucky Break [400 BP | Discounted for Idealist]
Sometimes all an idealist needs is a lucky break. You have a curious tendency to get them at exactly the right moments. It's better when you don't need luck but rare is the genius who can do everything on skill alone. Your luck is strongest right after a moment of misfortune, allowing you to discover a foe's weakness right after he seemingly triumphs over a major part of your plans, or when you accidentally destroy something

essential to your people. The greater the misfortune the bigger the bounce back, but you can rely on your luck overall a little bit more with this.

Idealistic Inventor [400 BP | Discounted for Idealist]
Like Flik, your starry-eyed nature makes you an amusingly skilled inventor. You are quite adept at inventing things that make your life and the lives of those you love better, with you possessing surprisingly keen insight into the needs of your friends and family and your mind passively putting together interestingly well-made schematics and blueprints. Some of your inventions work better than others, but even your most haphazardly made inventions can work once, and safely, before falling apart. The more fanciful the design you make, and the less sturdy the materials the more oomph you can get out of them though at the cost of durability. Still, sometimes all you need is for an invention to work once. Your inventions, thankfully, don't backfire and when they break they don't do so in a way that harms you or those you love. You'd never have to worry about a dismantled invention destroying your harvest or the harvest of those you care about. You're also impressively adept at working with seemingly flimsy and/or primitive materials, allowing you to be a zany scientist even in the distant past.

Harebrained Bravery [600 BP | Discounted for Idealist]
You have Flik's talent when it comes to plotting silly schemes that, by all rights, should not work and that capitalize on one or two things of value to achieve outsized ends. If you were to discover an enemy's weakness and couple that with a genuine skill of yours you'd be shocked at what you can successfully pull off. This is a luck and plotting booster worth its weight so this really can save the day and be the difference between life and death even against a greater enemy. This also helps ensure people actually stick to a plan, which is immensely valuable for the sort of bizarre plots this'll help you come up with. The wackier the scheme you come up with the more persuasive you manage to be when trying to persuade others to give it a shot.

Nobility

Princess Pretty [100 BP | Free for Nobility]
You are quite pretty. Distractingly so, in fact. You are the prettiest little bug in the whole nest! Your prettiness is a weapon in your toolkit, a part of the arsenal you unleash when you want to go on a "Charm offensive". You are especially pretty to people from your community, and those who are ruled by you can be somewhat dazzled by your prettiness. Please use this responsibly, dear jumper.

Proper Princess [100 BP | Free for Nobility]
Education. It's quite important, and it's also an area where you are no slouch. You are a proper princess when it comes to learning areas that are suited to princesses such as leadership, statecraft, the history of the hive, and other such areas of importance. Your brain is a sponge that eagerly absorbs anything and everything relative to those topics, able to learn them three times as fast as you learn other things. You're also able to educate your own people in ways that entertain and ensure they remember your teachings, even when their travels take them far from home. In future jumps this also gives you a similar learning boost keyed to the origin(s) you select.

Chosen Insect [200 BP | Discounted for Nobility]
You can select people, give them missions, and imbue them with a helpful boost to their luck and competence. This is an important talent that comes with a keen eye for spotting talent, though you're not perfect at that. Still, when you give someone a mission they'll be filled with an eagerness to see it done and your blessing may just give them the bit of extra luck and competence they need to see it done successfully.

It's Not A Lot But It's Our Lot In Life [200 BP | Discounted for Nobility]
You are quite adept at getting people to accept the good in the way that things are. You can find ways to convince people to accept the positives and neutral parts of the current status quo and you can easily get them to accept that the way things are are better than the ways things could be. With this you can get people to accept a healthy amount of injustice, with this how much they'll put up with scaling the more popular you become.

Punishment Princess [400 BP | Discounted for Nobility]
You are a skilled judge, able to deftly navigate many different concerns while doling out justice that leaves many, if not all, parties surprisingly satisfied. Not only are your sentences capable of drawing the admiration of even the condemned, you understand how to phrase punishments such that people may see them as opportunities, and indeed act upon the punishments in such a way that they still advance your goals while serving out their sentences and becoming better citizens for it.

Princess Politics [400 BP | Discounted for Nobility]
You are an incredibly talented politician, able to skillfully please your own people while making a deal that satisfies even a hated foe. You can swim with the most aggressive political sharks skillfully while ensuring your own people remain as safe and whole as possible. Your deals always benefit you more than they cost you, even if sometimes it takes a long-minded gaze to see the fullness of your plans. With this you can come up with all sorts of deals, and convince even actively warring parties to come together to see them signed.

Wanted Alive [600 BP | Discounted for Nobility]
Everyone understands your role and your societal importance. You are the queen bee, if you'll excuse the pun, and everyone wants you on their side. Even hated foes know that keeping you alive and, when possible, on their side, is a vital part of any plan involving your people and the forces that you influence and control. Enemies will go to unrealistic lengths to keep you alive, and often to keep you comfortable (though this is not something they'll go to unrealistic lengths for), hoping to use you to control your people and keep them pacified and under control. How far this extends depends on how many people you rule over. This also covers efforts to keep you safe, with those who seek to keep you safe being significantly buffed when they act to protect you (and they gain additional competence and skill based on how many people follow you). This does keep track of every follower, citizen and all that that you've had over the course of the chain but you get more oomph from followers, citizens, and all other applicable peeps that are present in a given jump than you do from ones in past jumps that didn't follow you along your chain or into your current jump.

Circus Performer

Circus Role [100 BP | Free for Circus Performer]
You are a natural at some area that someone might reasonably expect to be in a circus. This could mean you're really good at acting like a clown, a beast-tamer, a magician, or any other such role that is popular enough to be a circus staple. You're also an ace at acting like an assistant or hype-bug for your fellow performers, allowing you to help motivate the crowds into supporting their silly ideas and even goofier antics.

Improvised Talent [100 BP | Free for Circus Performer]
Improvisation is an important part of being any kind of performer but it can be even more important for a circus performer and other live-performers. You are remarkably able to improvise and to get your fellow performers where they need to be even without overreliance on a script. Perhaps more importantly when you improvise it feels natural, whereas even the most talented actor relying on a script can be seen through by perceptive ears and eyes. You're also able to help others improvise.

Opportunity Comes A Knocking [200 BP | Discounted for Circus Performer]
You're never unemployed for long, dear jumper. Even in the wake of a disastrous show you and your plucky band of travelers can find a way to secure work. You have an interesting ability to always happen across would-be employers when you need it the most, such as shortly after being fired. So long as you're willing to take on odd jobs and jobs that may seem outside of your wheelhouse.

All In This Together [200 BP | Discounted for Circus Performer]
You are a special kind of leader, one who can hold a group together. You specialize at leading groups of very different people and kinds of people and getting everyone to work together. Your charisma is enhanced when you participate in the activities you're trying to get those following you to do, such as when you're a salesman trying to better organize a sales team, or of course when you're a circus performer trying to get everyone in line. You are skilled enough to rally even bitter rivals into acting like dear friends for the sake of the show.

Ringleader [400 BP | Discounted for Circus Performer]
You are the mind behind the madness, the director of the show, and the figure who has mastered the art of corralling even the most cat-like performers. You have the ability to get your unusual crew to work together, and you have the sharp mind needed to figure out how to turn individual quirks and distinctive physiologies into compelling parts of a beloved, and profitable, show. You also know how to do the rest of the behind the scenes stuff, such as arranging a tour, figuring out living spaces for everyone, and budgeting sufficient that you can pay everyone at least a little so long as things stay a bit profitable. You're also better at getting people to pay for admission and ensuring they do the right thing by you and your employees.

Circus Bugs? How Could You Be CIRCUS BUGS?! [400 BP | Discounted for Circus Performer]
Acting is a talent and you are a one-in-a-lifetime expert at it. You are frighteningly good at convincing people of what you say, and all but the smartest bugs believe what you tell them, especially at first. The longer someone is in your presence, and the smarter (and

more cynical) they are, the easier it becomes for them to see cracks in your grift, but with a bit of luck and some committed, maybe even method, acting you'll be able to take this quite far. This is also a luck booster when it comes to performances, making performances you are a part of safer and more profitable. If you manage to fool someone long enough you may even start to take on some small traits of the roles you adopt (such as becoming a better warrior if you decide to pretend to be a warrior, or becoming more noble-seeming if you're impersonating a prince)!

Flaming Death! [600 BP | Discounted for Circus Performer]
Are you sure you're not a warrior? Well someone could certainly be fooled into thinking you are with a nasty trick like this up your sleeve. This is a special technique that you have mastered that allows you to turn a normally suicidal, all-out attack that uses all of your energy, power, and even the raw, destructive power of your items into a single attack. This attack is extremely hard for enemies to see coming, and grows stronger the more of your allies you incorporate into it. It ignores resistances, immunities, and the like, and rather than costing you a life or potentially chain-failing it only leaves you in an exhausted, injured state, on the verge of dying if not aided by outside forces as it grows stronger the more of your perks and abilities it incorporates, including things like healing factors. If you wish you can sacrifice a 1-up to further supercharge this attack. It is curiously non-destructive, aside from with regards to whatever you make the target of the attack. This attack can normally only be once per jump/decade (whichever comes first) but you can burn a 1-up to use it again.

Bully

Foe's Misfortune [100 BP | Free for Bully]
Raiders and bullies only thrive when there are victims for them to abuse. Thankfully you have impressive luck when it comes to finding victims. There'll almost always be someone or something for you to beat into submission if you search for such victims, and you have an enhanced level of luck for figuring out how to get your victims to do what you want.

Bully's Buddies [100 BP | Free for Bully]
You attract other sadists and those inclined to do violence with laughable ease. There's just something about you that both draws bullies in and makes them putty in your hands, easily following your orders and doing your bidding without much, if any, resistance so long as they feel that their urges to enact violence and pain get satisfied. You naturally understand the differences between the various bullies in your crew and you even have an ability to detect people with sadistic urges, allowing you to sense those who'd be bullies if they felt they could get away with it. You are, obviously, very charismatic relative to bullies and other sadists.

Predatory Pact [200 BP | Discounted for Bully]
You are a very skilled negotiator when you are in a position of power over others. You actively understand how to press and pressure those weaker than you without overstepping and have a developed understanding of what people will and won't accept, one which grows even sharper the more power you hold over them. You know how to mix actual violence, the threat of violence, and a history of violence into a toxic cocktail of posturing and bravado that forces enemies to accept their position underneath you or else face real, active destruction at your hands. When you aren't bluffing people will accept your words, especially if you are capable of enacting the violence you threaten and have enacted it before.

Leadership Lashing [200 BP | Discounted for Bully]
You are more effective when you are dealing directly with enemy leaders. Whether it's your plots against them, your actual blows, or your attempts to intimidate them, you excel when you are trying to bully and weaken the leadership of your foes rather than dealing with generic, nameless members of an enemy force. When enemy leaders try to fight you… Well they better hope they significantly outclass you.

Offensive Onslaught [400 BP | Discounted for Bully]
There's a power to being on the attack that can allow an attacker to overcome a properly entrenched foe, especially one that outnumbers the attacker. Not only are you a mastermind when it comes to plotting an offensive attack, you find that you and your allies have an ability to ignore the differences that raw numbers ought to allow for. Enemies who outnumber you are normally a threat, but perhaps due to a difference in physique or mentality, no group of enemies that outnumbers you and your minions will overcome you or them through numbers alone. If a group of enemies wants to take you down at least one of them will need to be able to do it by themselves. Raw numbers are no longer an advantage for your foes, they'll need to actually be better than you to beat you.

There Goes Our Way Of LIFE! [400 BP | Discounted for Bully]
You are capable of just chewing the scenery and delivering a killer monologue. You are especially good at conveying threats others pose to you and yours, able to persuade anyone on your side of the threat a properly motivated foe can present. You know exactly what to do to integrate the scenery with your words and action and meaningfully communicate the dangers posed by others, even those seemingly lesser than you and yours. This also gives you a cruel cunning that is perfect for insightful threat analysis, allowing you to intelligently assess others without bias clouding your judgment. You will provide cold, insightful analysis of your enemies and can use those assessments cleverly, to the detriment of your foes. When you turn this frightening ability on your foes… It hurts.

You know how to crush the wills and hopes of others, to grind them under your heel, how to exploit them, and most importantly, how to KEEP them like that. Similar to Hopper, you can make others feel weak, helpless, and utterly dependent on you and what you provide, so much so that they will almost always *refuse* to try and make things better out of fear. Even if they miraculously manage to find enough backbone to stand up to you, you will ALWAYS have enough warning to meet up with them to reinforce the lesson they 'forgot'.

Bully's Brutality [600 BP | Discounted for Bully]
This is a dark power. You are capable of devising brutal schemes that naturally incorporate an enemy's worst fears, even if you only just met them (though in such a case this will only be broadly accurate as opposed to hyper-specific), and you find that these schemes are incredibly effective at demoralizing enemies. Beyond this this empowers each of your strikes and attacks, making them inflict fear on your enemies, and that synergizes with the fact that the more scared your foes are the more damage you deal to them. There's an extra bit of oomph here in that not only is the fear you inflict contagious, but it's also doubly potent when you deal fear to leaders of enemies, such that if you defeat, grievously injure, or even kill an enemy leader you can shatter the morale of your foes. Upon killing an enemy leader you can convince their remaining underlings to accept virtually any treatment short of outright killing them.

Items

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.

All origins get their 100 BP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

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.

Idealist

Blueberry Scouts Kit [100 BP | Free for Idealist]
This is Flik's explorer's kit. It consists of a simple backpack, some protective gear, bedding and plenty of rations. You can use it to explore places on foot much more comfortably and safely. The rations are fiat-backed to be filling, and nutritious and you can even share them with friends though only a small group of maybe five or six people at a time.

Dandelion Express [200 BP | Discounted for Idealist]
This is a pack of thankfully small seeds that have an impressive purpose. When you plant one of these seeds they'll grow into a gigantic dandelion in minutes (no matter the environment you plant it in). You can then latch onto the dandelion and it'll go into the air in whatever direction you want it to go. It'll move fast for several minutes and cover an enormous area, as well as allow you to safely descend down vast chasms. Unlike Flik you won't be harmed, even comedically, when this device comes to a stop. You can only plant two a day, but the distance they cover is vast, allowing you to move even a few dozen miles in one go, and you can take a few others along with you for the ride if you wish. No one questions this. The number of seeds here is unlimited and the dandelions don't actually harm the environment, even if they should. When you drop from the dandelion it harmlessly disappears, fading away and not leaving any signs it was once here.

Silly Weapon [400 BP | Discounted for Idealist]
This is a particularly goofy weapon that is keyed to one specific person, that you pick when you buy it (and you change the target at the start of future jumps). Against that specific person this, normally silly, weapon becomes absolutely devastating and capable of terrorizing them in ways that are real and keyed to their specific weaknesses. Against other targets this item is almost useless but against its chosen foe it is the stuff of nightmares, so powerful that even seeing it can cause them to panic (though this effect will be weaker the first time they encounter it). This is also even stronger against tyrants and those who rule through fear. The form this weapon takes on is keyed to the specific enemy you focus it on and it can revert to past forms based on your intent.

Nobility

A Princess's Tiara [100 BP | Free for Nobility]
This cute accessory is a symbol of your lineage and the responsibilities that come with your role in society. This piece of your wardrobe is a powerful tool and when you wear it your charisma is buffed, as are your leadership skills. Those who are under your rule, and/or otherwise follow you willingly are heartened by the sight of your crown and will be motivated to help you even more than they otherwise would be. As you become more of a leader this buff grows slowly but surely.

A Season's Harvest [200 BP | Discounted for Nobility]
This emergency stockpile of food has its uses, and is enough food to feed even an entire community for a season. You can only use this once a year, and if you give it to an enemy, any enemy, they'll be pacified and leave you alone for a year.

Ant Island [400 BP | Discounted for Nobility]
The home of the ants follows you along for the rest of your chain. This is a piece of importable territory that will grow to accommodate any followers and companions you have, make or otherwise gain, and will always have enough food (including of the right type) to keep you and your community safe. This item is guarded by a gigantic bird that is loyal to you (and won't eat you, or those you permit to be on the island) and is a fierce, devoted opponent of any would-be invaders. This island is also the site of a robust network of underground tunnels that are easy to navigate for you and those you welcome into this community, and much harder for foes to get through. You can freely mark people and give them the ability to follow you into future jumps, and if they agree they'll appear on Ant Island as followers. Ant Island scales to retain its impressive size in future jumps even if you yourself become a human, a giant, a dragon, etc., so it'll always be able to accommodate the nest and community you end up creating.

Circus Performer

Plenty Of Props [100 BP | Free for Circus Performer]
This is an array of props used in various circus acts. It includes things like appropriate outfits, fake weapons (and some real ones, like the whip used by Rosie), and other minor things that one might find in a circus.

Cannon [200 BP | Discounted for Circus Performer]
This is a special item, a cannon that you can load people (even ones not curiously cannonball shaped) into and fire them out of safely. People fired out of this cannon will land safely some distance away, which can be very entertaining or can be handy in a fight and even as a form of travel in some circumstances.

P.T. Flea's Circus [400 BP | Discounted for Circus Performer]
This refers to the physical objects that make up Mr. Flea's circus; the red and white umbrella Mr. Flea uses as a circus tent, and the boxes that the enterprising flea uses as part of a wagon, complete with the millipedes that pull it. These objects can travel anywhere in a setting in a few days time, the living parts of this do not require food or drink, the circus doesn't require maintenance, and as you earn more money everything becomes nicer. Beyond this all performers gain significant boosts to their confidence, their performances get buffed, and performers cannot be harmed during performances barring intentional attacks by onlookers and the like (so they won't harm themselves during the show). This circus also subtly attracts people who'd like to see a circus and they are filled with a soft but real urge to spend money unnecessarily, such as on refreshments or carnival games.

Bully

The Pact [100 BP | Free for Bully]
This is an agreement you can force someone to agree to. By default it is a non-aggression pact in which you can stipulate that someone gives you something at regular intervals in exchange for you not enacting violence upon them. The mere act of calling for the pact to be signed/agreed to can quell rebellious fires in people's hearts with it doing more the more you scare them. Those you coerce into signing these pacts will abide by their terms willingly, cowed into submission by the fear you imprinted and even if something causes them to rebel somehow they will be left permanently weakened against you by the fear you've made them feel and how much they've given you.

Hopper's Hideout [200 BP | Discounted for Bully]
This vaguely Latino-themed lair and semi-cantina is a pleasant hideaway that you can now take with you. It is well-fortified from outside defenses, comes with a local population of friendly, subservient bugs that are loyal to you and do things like cook, clean, and keep you and your minions entertained, and has a place for storing food and treasure where nothing will happen to said items and they are immune to going bad, rotting, spoiling, or what have you.

The Gang [400 BP | Discounted for Bully]
Hopper's nefarious band of raiders, ruffians, and bandits. Or another such group of insects of a different species. This gives you an army of monstrous minions who are loyal to you and eager to do violence to see your will enacted. As a nice little buff these minions don't need food but if you feed them they can grow in number and in general become stronger, smarter, and more intimidating. This also comes with a more pleasant figure who can do light diplomacy, and a rather brutish second in command who is very strong but almost laughably unintelligent. The specifics of this small army is up to you.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend BP to import companions into this jump, giving them 600 BP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 BP per person you do this for, or you can spend 200 BP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 BP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 BP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Plot Speed [0 BP]
A "You can leave when the plot is finished" toggle. When the plot is resolved in some way, assuming the solution appropriately accounts for any chosen drawbacks, you can leave. Obviously some drawbacks trump this, such as Extended Stay, but otherwise if the plot is finished and you have meaningfully resolved any drawbacks you've taken you have free rein to leave early and continue your chain.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 BP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Comical Injuries [100 BP]
You are the butt of a lot of cartoon-injuries. These don't actually hurt you but they could include things like you tripping and falling during an important speech, or someone

throwing something and it hitting you while you're talking to a friend. None of these things will leave you harmed in any substantial way, and indeed you'll often seem to be completely fine a second later, but they'll remove the gravitas or any other inspiring or positive quality out of the moment, and can make it harder for you to be taken seriously. If you're a jumper who relies on being taken seriously, inspiring others, or making them afraid of you, it can undercut you enough to be quite annoying.

Naivety [100 BP]
You are exceptionally trusting and innocently minded. You could stumble across a troupe of circus performers putting on a show and earnestly believe that they are what they say they are, just because you missed the part of the show where their ringleader said they were performers. Some people could easily take advantage of this, but at this price tier this drawback doesn't enhance their willingness to take advantage of you. If you tack on an additional 100 BP (causing it to award you 200 BP instead of 100), it will increase their willingness to make a sucker out of you.

Jumper's Misfortune [200 BP]
By any chance are you related to Flik? This is some intense bad luck. With this you had better plan for Murphy's Law ("Anything that can go wrong, will") to be something you experience nearly every day, and doubly so when you're dealing with critical plot threads. Luck can be ignored or overcome with enough skill but you're gonna need a LOT of skill to compensate for the brutality of your unluckiness.

Social Inertia [200 BP]
All attempts to get people to better their lives are met with uncommon levels of resistance. This is doubly true when you try to move people in positions of power, and those who are elderly, and while it can be overcome it takes truly incredibly amounts of pressure and extremely well-reasoned arguments to break through the cartoonishly dense mindsets of those who are used to the status quo.

Traumatized [400 BP]
Hopper's biggest weakness is a crippling fear of birds. Now you are afflicted by some similarly intense fear of something. This fear is absolutely resolve and morale breaking, something that shakes you to your core if you are suddenly exposed to it. Now it's worth noting that like Hopper you can regain your courage if you find that what you think is an instance of the fear isn't, but this fear will absolutely panic and shake you when you first see it, and a clever foe can and will exploit this.

Escort Quest [400 BP]
For some reason Dot, the Blueberries, or perhaps even someone like Molt has been assigned to you by your benefactor (you can pick, if you want) and you've been given an annoying quest; you must keep them safe for the duration of the jump. If they perish during the jump you fail this jump. Powers to keep them contained or to give them invulnerability or the like don't work on them, you must keep them safe genuinely, and there will be enemies who seek to do them harm as a part of this drawback. If you succeed you can take them as a companion(s) for free. If you want you can do this drawback more than once, and the same extra reward is tacked on, but you only get an additional 200 points for taking on extra instances of this, even if you take on multiple

instances of it (So it doesn't matter if you add this condition to 2 people or 20, you still only get 600 points for it).

Nature Strikes Back [600 BP]
Huh… Well this isn't good news. All of the animals with questionable intelligence, such as birds, are now possessed of an uncommon and uncanny fury. It seems like all of the huge animals that are basically walking, flying, or swimming natural disasters now loathe insects and other animals that have taken to building civilizations using human detritus, which is really bad news for the city, the circus, and perhaps even the grasshoppers, as well as any bugs who feel like inventing technology. These animals now actively attack and hunt down bugs who try to make their lives easier with science and the like. Expect any uses of science and the like to be met with extreme fury by nature. Even storms seem to happen more commonly and are more intense if you make regular use of science.

Hopper's Horde [600 BP]
This is rough, jumper. Hopper is no longer the commander of a measly force of a few dozen, maybe even a hundred, grasshoppers, he's now the evil overlord of a potentially limitless number of marauding, slaving grasshoppers, a legion comparable to a plague of locusts. And now he's set his eyes on you and yours. So long as Hopper lives his forces will be limitless, and they'll be possessed of supernatural courage. This doesn't give them any new abilities, and it doesn't rid Hopper of his fears, but it'll be much harder to strike back against him when he can send an endless wave of grasshoppers to try and kill you and everyone you love. Thankfully he's forced to deploy a limited number of grasshoppers at any single time, but each wave of foes you beat back will give him the ability to deploy a larger, more aggressive wave. He lives like a dark king in his hideout, and will hate you even if you are also a bully with an army of your own. Killing him, or maybe doing something like permanently sealing him away in a manner he can't escape, will return the grasshopper population to normal and allow for them to be permanently defeated.

Decisions
You have three choices …

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

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.

Notes
-This jump doc was created on December 19th, 2025 and was completed on December 20th, 2025.

-I was floored to not see a jump for A Bug's Life. I figured I'd add it to my small but curious list of movie and Disney jumps, making it the first animated movie I've made a jump for.
-I want to give a shoutout to Umber_Hulk on reddit who gave me some ideas for Hopper's Horde, and to Thaelin, who had plenty of fun ideas that all got incorporated into the jump in some capacity (The circus bugs perk is mostly their idea with some additions by me, same for Flaming Death, Pet Monster got ropped into the Ant's Island item, TGOWOL is my version of their perk of the same name). Absimilard64 gave perk ideas that formed the basis for a lot of stuff in the Idealist origin. The powers of the hivemind, friends.