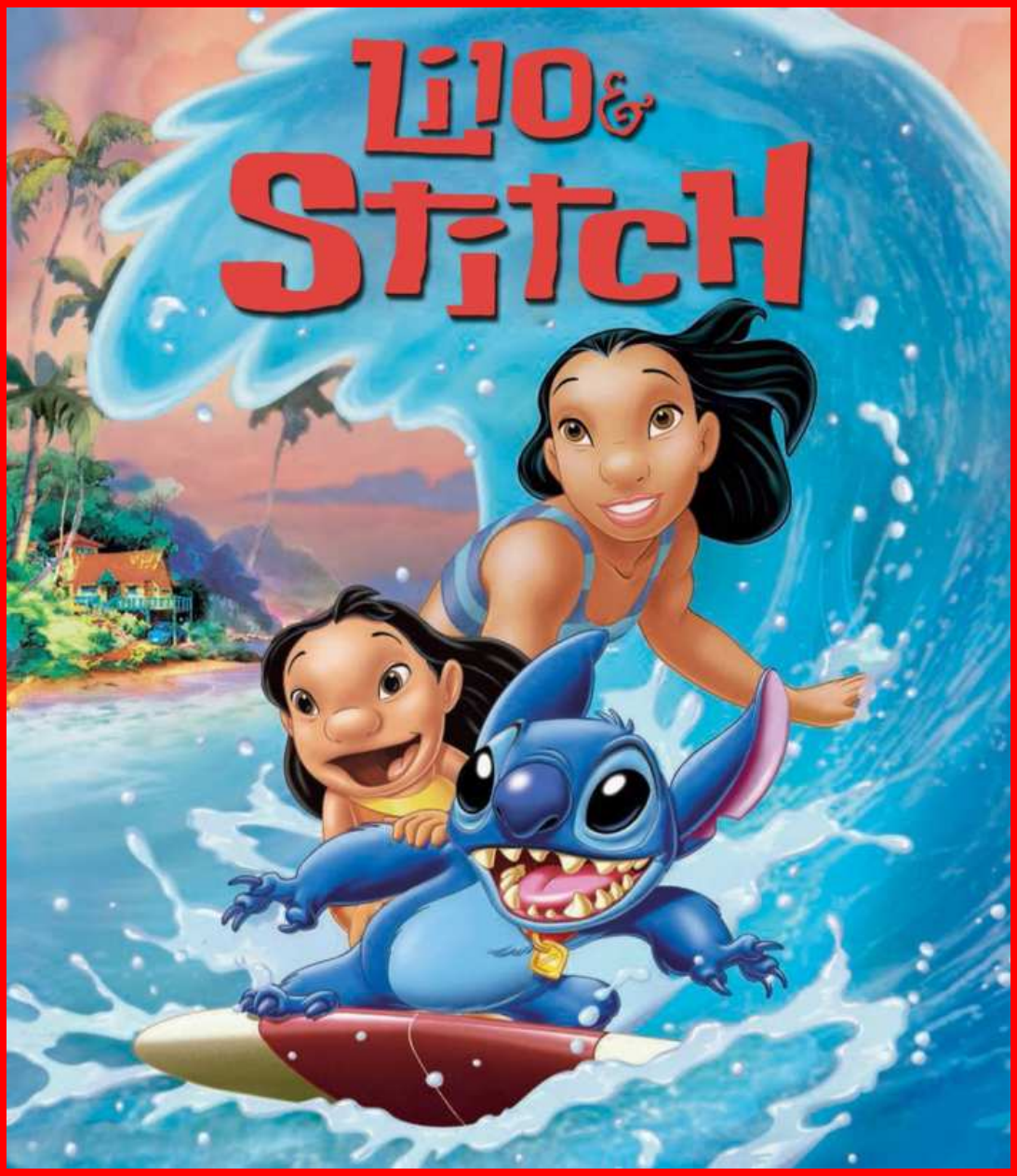


Jumpchain

By GoneAnon

Lilo & Stitch

On the island of Hawaii, a broken family lives. Six year old Lilo and nineteen year old Nani were not long ago orphaned, when their parents died in a car crash. This has isolated Lilo from people her own age, and she finds herself unable to make friends, often acting out.

Above earth a mad scientist is on trial by the Galactic Federation, for the creation of genetic experiments. These experiments are small creatures with an assortment of powers.

His latest experiment (626) escapes to earth, and after being mistaken for a dog is taken in by Lilo. After some chaos, and trouble with the Galactic Federation, they are allowed to stay together, and he joins her family.

However, as part of the final confrontation, the other 625 experiments are dropped upon Hawaii as small dehydrated pods. All it would take is a drop of water to unleash the creatures against the island.

When this begins to happen, it is up to Lilo and Stitch, to catch the creatures, and find them their 'One True Place'. A life that they can enjoy living civilly in.

+1000CP

Backgrounds

Pick an age between 6-19 for Hawaiian. For alien you're the equivalent age of 30 for their species. Experiments are only a few hours old. You're the same gender as last jump, or pay 50CP to swap.

Hawaiian (Drop In): You are an American citizen, though you may not look it. You have no new memories and no life on this island, but the people seem friendly enough, so that fitting in shouldn't be a problem.



Alien: You are an officer of the Galactic federation, who has been sent to earth to capture experiment 626. This can be almost any semi-humanoid form, but has no overall advantages over a human. You have been instructed not to reveal yourself, and to avoid damage to earth and its inhabitants.

Mad Scientist: You are not evil. You just love science so much that you are willing to cause chaos and destruction, to test out your immoral, and highly unethical creations. Alright, maybe that's a little evil. Depending on whether or not you've stayed on the right side of the law, you may well be a fugitive of the Galactic Federation.

Experiment (400CP): You are one of 626 illegal genetic experiments, created by the mad scientist Jumba. You fell to earth as a dehydrated pod, alongside the others, and were awakened that day. Like your brethren, you have many abilities that have primed you for combat, and on top of an inherently destructive nature, you are likely to cause trouble wherever you end up.



Locations

Roll a D8 for location or pay 50CP to pick

1-5. Free pick of anywhere in Hawaii, a sunny archipelago in the pacific ocean.



6. Jumba's lab. Abandoned, but still stocked with his equipment and research. The prime place for a mad scientist to start off.



7. United Galactic Federation, main ship. A hub for political and military activity.



8. A prison cell on an asteroid, floating through space. Made to store a single dangerous criminal.



Hawaiian Discounted

By The Sea (Free, Hawaiian only): You are a great swimmer, and even capable of riding a surf board on huge waves. You can easily catch yourself, when wiped out, without hitting the rocks.

Mr Bubbles (100CP): You know how to hide emotions. Whilst you will still feel all the same feelings internally, your body language and facial expressions show nothing. You are also a very good liar, to the point that you could convince an alien that mosquitoes are an endangered species worth protecting.

A Strange Friend (200CP): Your strange nature may make it hard for you to make friends. But have no fear, for wherever you go you can find at least one person odd enough to hang around with you.



His One True Place (300CP): No matter how strange a person's power or skillset is, you can find them a job that will be well suited for it, and if possible will help towards your goals. Alternatively, you can work out how to use them as a weapon. But why would you ever do that?



From Great Loss (400CP): From every great loss you will be able to pick yourself up and find happiness again. It may take years to find a purpose, but fixing yourself will always be possible no matter what sadness or mental trauma you have been through.



Ohana (500CP): Pick one companion that you view as family. As long as they try their hardest not to get involved with confrontations, the universe will do it's best to try to keep them alive. As if the world itself knows how much they mean to you.



The Power Of Friendship (600CP): Once someone is no longer a threat, you have no reason to get rid of them. People can be won over with civility, and animals with love and training. Maybe a spray bottle too. Either way, you find yourself almost always able to win over the hearts of those that were once on the wrong side of life, and make them your new best friends.

Whilst this will work with those still capable of caring for others, don't expect to be able to make a sociopath care for you.

Alien Discounted

Orbital Pilot (100CP, Free Alien): You have knowledge on how to fully pilot a variety of space crafts. You also have the training to effectively aim and use a plasma cannon.



Predator Species (200CP): You stand up to 12 foot tall, and have muscles capable of punching through brick. Furthermore, your skin is as tough as hard leather. I'm sure you're a softy really.



Roswell (300CP): You are very good at hiding things from people, and finding believable coverups for the strangeness you cause. If you had a spaceship crash-land, all you would need is some uninterrupted time to solve it. Board off the perimeter, disguise the spaceship, print a cover story in the news. The world would be none the wiser to your exploits.

A Wig And Summer Dress (400CP): You can blend in with whatever people would expect you to be, as long as you put in a minimal amount of effort to dress like them. A ten foot alien on earth would look like a human, so long as they wore a nice shirt. On the other hand, as a human wearing alien attire, you won't seem out of place on their planet.



English Speaking Aliens (400CP): For some reason, every Alien seems to be speaking the same language. On top of that, it's English. No matter who you talk to, as long as they originate from off earth, and would otherwise be speaking a completely alien language, it now sounds like English to you. On top of that, aliens will not look down on you for being an 'inferior' species, and will give you the chance they would give any other advanced race.

The Galactic Army (500CP): Once per jump you can call in the full force of thirty Galactic Federation cruisers, armed with plasma cannons. These will stay for two weeks before returning to space.



Mad Scientist Discounted

DNA Lock-On (100CP, Free Mad Scientist): You're tired of pesky law enforcement personal sneaking into your lab. To combat this you have created DNA lock on technology, allowing your machines to target specific creatures, and only them. Of course, this will require collecting their DNA first. You have put this to good use with inventions like your door that only opens for you, and the auto-turret that will refuse to fire if you're standing in the way.



Containment Tools (200CP): The issue with creating experiments so much stronger than yourself, is that you can't hold them back if they try to make a mess in your lab. Luckily, your materials are strong. You can easily construct nets, containers, and handcuffs, capable of storing a creature that could lift 500 tons.

Creature Dehydration (300CP): Experiments are far too dangerous to keep up and active. But you have a genius solution. A machine that will dehydrate any creature placed inside it into a small orb the size of a golf ball. To have the creature return to it's original form, it is required only to touch the orb with a drop of water. Better not lose these anywhere wet.







Protoplasmic Growth Ray (400CP): If your enemies are too big, just make them smaller. As simple as that. This wonderful tech fires beams, that will shrink your opposition to the size of ants. On the other hand, if you would rather do some science from thirty feet up, put the machine into reverse and watch as you tower above the town.

My Experiments (500CP): The true mark of a Mad Scientist, is the minions under his control. And these children you have created are truly the finest around.

You have all the knowledge to build the tools and enact the science, behind creating your own mischievous creatures. The powers they have can range from practically useless, to an unstoppable monstrosity. Their personality is completely up to you.

Whilst you have these capabilities, there's a reason they call them experiments. It will take many attempts to work out how to create the exact specimen you want. Even the greatest of scientists may fail 625 times before bringing about their great destroyer. But with enough time and effort, you will eventually gather enough skill in the subject to get the exact creature you want every time.



Experiment Discounted

Experiments are granted two 100CP perks, one 200CP perk, and a 300CP perk from this section for free.

Extras (100): By tensing your body, you can poke spikes out of your back, and antennae from your head. You can also summon an extra pair of arms. While the first two changes are purely cosmetic, the arms are fully functional. Strangely, you can now also play music through your mouth, by placing a claw on a spinning record.



Enhanced Senses (100CP): Your odd eyes allow perfect vision in almost total darkness, and your large ears can pick up far away sounds.

Furry Wallcrawler (100CP): Using your hands, as well as your feet, allows you to easily scale and move across walls, as quickly as you could walk.

Buzz-less (100CP): Anytime you hear someone speak a lie, it is instantly apparent to you as such.

Human Napalm (100CP): You are capable of launching fiery plasma blasts, from your body.

Finder (200CP): By picturing an object in your head, so long as it's within ten miles of you, your power will guide you in the direction of it.



Seriously Scary Salivation (200CP): Your once merely slimy saliva, will now burn holes in most materials, and can be spat in large globs at a distance of five metres.

Creature's Coolant (200CP): You are able to generate large amounts of water inside of you, filling a sack on your body with it. It can then be blasted from your limbs in pressurised bursts.

Volcanic Villain (200CP): Upon your body are many large craters, pointing outwards. With surprisingly good aim, you can launch molten lava from them.



Like A Hot Beam Through Butter (300CP): From your mouth, you can launch a ball of peculiar energy. Upon collision with an object, it will cause that object to melt.

Freeze Inducer (300CP): Inhale deeply, and exhale. Whilst it was only air that you took in, the ice gust you released is capable of freezing to the core. You have fine control over this, able to hit two people standing side by side, with only one affected.

Experimental Hypnosis (300CP): By looking someone in the eye, and summoning your power into your own, you can put them into a trance. In this state they follow the next order they hear. If they don't get an order within two minutes, they will break out of the trance. This cannot be used to order them to hurt themselves or others.



Boom, Blast, And Ruin (300P): You are able to create sonic waves from your body, at different frequencies and volumes. This allows the shattering of glass, or damage to people's hearing. They can also be kinetically charged, enough to throw objects, and rend steel vehicles.

Living In A Lighthouse (300CP): By targeting something that can conduct electricity, and activating this power, you will take on a form of pure electricity, and move towards it at a rapid speed. This would allow you to travel through wires, or electrocute a foe.

Seismic Shock (400CP): By slamming a body part against the ground, you can cause a small scale earthquake. These are capable of violently shaking the area, creating chasms in the ground, and can collapse unstable buildings.

Hawking (400CP): You can temporarily form a miniature black hole, and suck in nearby objects without any damage to yourself. These objects will be instantly destroyed.



Total Destruction (400CP): You are capable of lifting up to 3000x your own weight. Depending on your size and muscle mass, this could be hundreds of tons, enough to juggle small planes.



Thought Thief (400CP): You are able to fire red beams, from your eyes, that when pointed into the eyes of others will wipe from them all memory of who they are. You can choose to reverse this by feeding them the pouch of their memories, that forms under your skin.



Inhuman Calculator (400CP): Despite appearing to be little more than an animal, you are capable of rapid thought and mental math, comparable to that of a computer. A few minutes rummaging around inside a machine, would be enough to work out how it functions, and how to hotwire it.

Also Cute And Fluffy! (400CP): You are more or less physically indestructible. Whether it's falling from orbit, being hit by missiles, set on fire, or having a spaceship land on you, you seem to come out of it alive. Immense amounts of force, like a nuclear explosion would still tear you apart, but barring the radical attacks, it will take something more abstract to get to you.



Items, Objects, And Other Miscellanea

Hawaiian Outfit (50CP, Free Hawaiian): Fit happily into a stereotype. A grass dress, patterned top, flowery neck chain, and even torches to juggle.

Board (50CP, Free Hawaiian): A sturdy surfboard capable of riding the biggest waves on the island.

Intergalactic Phone (100CP): An upgrade to your current contract. With this, any phone you use will get signal anywhere in the universe, and can make calls just as far.

Plasma Cannon (100CP): This handheld ray-gun is capable of blasting holes in objects, and has infinite ammo.



A Model Citizen (100CP): You can at will enable an Elvis Presley soundtrack, that will play openly through the world. Only you and your companions can hear it. From any wardrobe or drawers, you can withdraw an Elvis costume, and when next to a record player, can summon a record of his music.



Ring Of Roses (300CP): You have been gifted a ring of flowers to be worn around the neck. Any sentient creature wearing these will inexplicably be much calmer, and find it hard to lose their cool.

Pod Housing (300CP): A device capable of storing an infinite number of dehydrated creature pods. It contains a search function, that will help you find a stored creature, and will give a summary of it.

SpaceShips And VehicleS

Hovercraft (100CP): This small hovering craft can move at 60MPH over land or sea, has infinite fuel, and can easily take to the skies.



Police Cruiser (200CP): A small scale police cruiser, made for only one person. It is capable of travelling through space, and has a few offensive beam weapons.



Jumbo's Ship (400CP): The size of a jumbo-jet, no pun intended, with powerful lasers capable of blasting through anything that irritates a mad scientist.



Gantu's Ship (400CP): A large ship that is capable of travelling through space, but can also use the internal area as a decently sized base.



Places And Warehouse Addons

Anything you can purchase here gives the option to either have the property appear somewhere in every jump, or to have it as a warehouse addon.

Hawaiian Bar (100CP): Sometimes you just need somewhere fun to lose your thoughts for the evening.

Infinite Sandwiches (50CP): The Rueben special. In a building you own is a cupboard stacked with sandwich making ingredients, restocking itself every time it's opened.

Beach (200CP): A half-mile long tropical beach. If taken as part of worlds, in future jumps there will be a similar stretch of land somewhere in the world you have the rights to. Alternatively, in the warehouse, you will have a door leading to a beach and accompanying half-mile of sea with simulated waves.

Animal Shelter (300CP): For those of us with way too many stolen creatures, or badly made genetic experiments. By taming a creature and putting it up for adoption here, it can be taken in by families as if it were a traditional household pet.

Companions

Import (100CP): For 100CP each, you can import companions, give them a background, and 400CP to spend here. Because what is this Jump about if not friendship.

Character From The Show (100CP): Whilst this doesn't allow you to take them against their will, as long as you can convince them they may join you on your travels.

The Nicest Angel You Have (200CP): This allows you to create your own experiment companion. They have the experiment background, and get an additional 400CP to spend. Create wisely.



Drawbacks

Crossover's (OCP): Time and time again, this world clashes with others. That holds true of your experiences here. Every show that has had a Lilo&Stitch crossover, is also taking place somewhere in this jump.

Adaptation (OCP): Were the foreign market adaptations really that bad? No idea, I refuse to watch them. You however, are choosing to live them.

The Wettest Place On Earth (+100CP): You are like a brick in water, and are incapable of even staying afloat. Yet the world seems obsessed with pushing you towards pools of it.



The American Tourist (+100CP): The little things just never seem to go right for you. Whilst this won't mess up anything huge, everyday there will be plenty of inconsequential things that go wrong. Just enough to make you feel bad.

Broken Stitches (+200CP): Lilo And Stitch perished in the same incident that spread the experiment pods across the island. It's up to you to catch them now.

Preserving The Wildlife (+200CP): You are very gullible, to the point that you'll believe most strange claims without taking the time to question if it's true.

Civil Disturbances (+300CP): The experiments will always be released from their orbs at a time that gets in the way of your plans. Working with delicate machinery in your lab? Time for Richter to come out and play.

Jumper Has A Glitch (+300CP): Something has gone wrong. Maybe you just didn't move into this jump correctly, or maybe this was always going to happen. Either way, your body is becoming unstable. You will randomly spasm, have emotional outbursts, and sometimes even have your powers activate without meaning for them to.

Hunted (+400CP): Somewhere along the line you committed a crime worthy of sending law enforcement to an alien planet to find you. Expect to either live your life very quietly, or to have the Galactic Federation regularly firing on you.



Leroy (+400CP): He looks a little like you doesn't he? Apart from the new colour scheme, and undeniable evil intentions that is. A clone of you has decided to cause havoc on the island, with their own copy of all of your skills and abilities. Even if you have no powers, don't expect him not to pick up a machine gun.

Total Panic (+500CP): Ever think that the human reaction to aliens was a little tame? Now there will be no mistaking them for what they are. People will see the monstrous experiments as such, and will react accordingly.

To add to this, Jumba's claims of evil are now backed up by the actions of the experiments. Rather than just being mischievous animals, every experiment will use their power to the full potential to slaughter any human they encounter.

Worst off, expect no extra-terrestrial help. This is being left for humans alone to deal with.



Returning To Your Home Planet

Your ten years in this Jump are up and drawbacks are revoked. You now have three choices available to you.

Return Home
Seeing all the love and friendships here makes you want to return to your own friends and family.

Stay Here
This is a nice fun place to spend the rest of your natural life, however long that may be.

Moving On
It's been fun, but it's time to go. Plenty more adventures await you, in new worlds.

Notes

- Most of the vehicles and spaceships will require fuel. It will have a full tank when you get it, but you better hope you can find a replacement fuel before you use it all up.

- Stitch And Nani are the closest family that Lilo has. Remember that before you drag the two of them off as companions.

- The way body parts relate to powers gives three options to pick from. If you took the experiment background and wish to have a constant feature related to a taken power, such as craters for magma, you may. Otherwise, whether human or experiment, the features will work similarly to Stich's extra arms and antenna. When you activate the power, the needed body part will rise from the body. However if you want no extra parts related to it, you can simply use the power from your body, such as laser blasts from your hands.

I Loved This Show So Much As A Kid

