

Ecco is a dolphin. One day, his entire pod ends up getting sucked up in a mysterious twister of water, and he must go on a long journey to get them back. He will get help from fellow dolphins and whales, as well as the mysterious Asterite, travel to Atlantis and back in time to the age of the dinosaurs, and eventually confront the alien threats that are the source of his pod's abduction.

However, the journey won't end there. After his adventure, he will learn that time has split in two, divided between a bright future of telepathic dolphins called Skyfins, and a dark and twisted future where a reborn Vortex Queen has drained the Earth of resources. More time travel will be required to ensure a good future for the world and all of dolphin-kind.

This Jump covers the events of Ecco the Dolphin, and Ecco The Dolphin: The Tides Of Time. Now, you have the chance to join in the story. Take this +1000 CP, and dive in!

Backgrounds

You can pick from any of the following backgrounds.

Drop-In: You are a human, appearing in this world with no history, at least not in connection with the ocean. Still, the Vortex's harvesting of ocean-life is something that you definitely need to be concerned about.

Singer: You are a singer, one of the cetaceans living in the ocean. You could be a dolphin or a whale of any species, though be aware that being larger can come with disadvantages in your ability to move around.

Vortex: You are one of the Vortex, strange arthropodal aliens that harvest ocean-life from Earth to help supplement their food supply, as their society is not able to create enough food on its own. Will you help in the harvest, or maybe will you work against your kind and seek to aid Ecco in his quest?

Perks

Perks are discounted by 50% to their respective backgrounds, with the 100 CP Perks being free for their backgrounds instead.

Star-Marked (100, Free to Drop-In): You have been marked with the pattern of a constellation. A dolphin marked with Delphinus, for example, would become a paragon of dolphin-kind, being smarter, faster, and stronger than most other dolphins. You can choose which constellation is represented, and will gain a boost in ability related to the chosen shape. You can change the constellation at the start of each Jump (or every ten years post-Spark).

Sea Form (200, Discounted for Drop-In): Remaining on land won't allow you to join in with the adventure. So, pick a form of sea-life aside from dolphins or whales (you need to be a Singer for those). You could pick sharks, jellyfish, turtles, stingrays, etc, a set of sea creatures that share the same general form. Now, when you are in water, you can transform into a member of that form of sea-life and back again. You can vary within the family you picked (so, you can switch to different types of sharks), but you can't change this to a different family of creatures until the start of your next Jump.

Atlantean Knowledge (400, Discounted for Drop-In): You have been gifted with the knowledge of the ancient Atlantean, who built strange glyphs and advanced technology that allowed them to fight against the Vortex. This included a powerful time machine that allowed for travel into the distant past and back again. All Atlantean Knowledge now forms a repository within your mind.

Aqua Rush (100, Free to Singer): You are able to speed through the water in a blur of motion, and even your normal swimming speed is quick and precise. When you are moving at top speed in the water, you are protected against damage.

Sonar Speak (200, Discounted for Singer): You have the ability to emit sonar, which you can use to echolocate, and communicate with a variety of creatures and even objects. Your 'song' has been expanded, allowing you to communicate to all forms of ocean life, even if they aren't able to sing back to you in return.

Blessing of the Asterite (400, Discounted for Singer): You have been given a blessing by the Asterite. You no longer need to breathe, you have a potent form of regeneration, your overall physique has been improved, and you have been given access to the Death Sonar. The Death Sonar is a potent sonic ability that is capable of smashing rock and metal, and doing terrible damage to enemies. In addition, the blessing has given you traits from a potential future of dolphin-kind, namely the Skyfins, granting you powerful telekinetic abilities, which can allow you to fly and carry others with you.

Optimized (100, Free to Vortex): The Vortex use genetic modification to help maximize their drones' efficiency at whatever tasks they are assigned. Your body is automatically optimized towards your assigned tasks. If you are functioning in the role of a warrior, your skin will be thicker, your muscles stronger, etc. If you are a crafter, you will have more manual dexterity. When you switch roles, your body will shift over time to optimize towards your new role, taking a few days to settle in a final form.

Machine Builders (200, Discounted for Vortex): You have a knowledge of Vortex engineering, which features a lot of machinery for use in underwater settings. This knowledge can allow you to ensure that other forms of technology are water-proofed and can function in oceanic depths.

Queenship (400, Discounted for Vortex): You have the stature of the Vortex Queen, gaining a tremendous boost in potential size and the ability to alter your biology rather quickly in order to face new threats. You can shift freely between a more normal size and your full size. Once per jump, when you die, you can release an extremely fast Vortex Larva from your body, which will slip away and escape, and then regrow into your full form some time afterwards.

Items

Items are discounted by 50% to their respective backgrounds, with the 100 CP Perks being free for their backgrounds instead. Items will reappear near you within a week if lost or destroyed.

Ecco Games (100, Free to Drop-In): A digital gamepad with all the Ecco games loaded onto it, including the never-released Ecco II: Sentinels of the Universe sequel to the reboot. This pad will gain new games based on whatever setting you go to in future Jumps. It is also completely waterproof.

Glyphs (200, Discounted for Drop-In): A set of large glowing crystals, which can store information or repel beings away from them unless they have the right sonic key, and the instructions for how to build more of them. Your voice saying your name can be set as the default key, or you can choose something more complex.

Atlantis (400, Discounted for Drop-In): The sunken city itself. It is still filled with water when you first gain ownership of it, but also filled with relics and knowledge left over from when it sank, as well as a broken version of the Time Machine. Somehow, even with it full of water, you can breathe perfectly while within.

Healing Clam (100, Free to Singer): A large clam that can release healing energy when it is sung to, healing you and those you are allied with that are nearby.

Asterite Sphere (200, Discounted for Singer): A large glowing sphere that can expand your senses throughout the ocean and any bodies of water connected to it, and allow you to communicate over long distances through that medium. Can be attuned to ‘air’ instead of ‘ocean’ or vice versa at the start of each Jump.

Skyfin Bay (400, Discounted for Singer): A bay of water with several passages of water twisting and turning throughout the sky. It is populated by a group of telekinetic skyfin dolphins, who can communicate with you, but cannot leave or join you as companions.

Harvested Fish (100, Free to Vortex): A massive school of harvested fish that make for a tasty food. Replenishes weekly, and can come either fresh or already processed and ready to be eaten.

Vortex Drones (200, Discounted for Vortex): A mindless set of three Vortex drones that will follow your orders and which can operate in water and to a limited extent on land.

Mothership (400, Discounted for Vortex): A massive and technologically advanced water-filled ship that is capable of interstellar flight and which can suck up objects from the surface of a planet all the way into orbit.

Companions

Import (100-500): You can import or create a companion for 100 CP, which will give them a background and 600 CP to spend. You can take this multiple times, and you can spend 500 CP to get a full set of eight companions, with a background and 600 CP for each of them.

Friendship (100): At the end of your time here, you can choose any canon character you have befriended, such as Ecco, the Asterite, Trellia, or someone else, and have them accompany you as a Companion. Can take multiple times to gain multiple potential spots.

Drawbacks

You can choose any number of the following drawbacks to gain additional CP.

Defender of the Future (+0): If you so choose, you can have the storyline be from the remakes of the game, with the Vortex replaced with the Foes, the Asterite replaced with the Guardian, etc. Backgrounds, perks, and drawbacks in this document will adjust accordingly, though the actual mechanical effects will remain the same.

Persistent Pursuer (+100): Every few days, a creature of some kind will start pursuing you, and will keep doing so until they get significantly injured or destroyed. They will keep pursuing, no matter how far you run. They will not necessarily be strong, but they will be persistent.

Clumsy Controls (+100): You always seem to move just a bit farther than you intend to or to turn just a bit late, leading to you scraping against things or bumping into foes that you were trying to avoid.

Coral Spikes (+100): There seem to be spikes on a surprising number of surfaces around you, which can cause some painful damage if you end up brushing against them.

Deep Pressure (+200): You find it hard to breathe, and you seem to constantly be short on breath, even if you don't normally need to breathe.

Back to the Past (+200): You are stuck in the prehistoric past, and are unable to travel forward in time, forcing you to deal with seas and lands that are full of extremely dangerous creatures.

Empty Sea (+200): You lose all powers and access to all items from prior jumps.

Water Allergy (+300, Drop-In Only): You gain a painful rash when coming in direct contact with large bodies of saltwater (excluding your body fluids), and even immersion in freshwater can cause a lesser reaction. This rash can escalate to the level of life-threatening chemical burns over time, so it is best you keep away from the sea without protection.

Vortex Target (+300, Singer Only): The Vortex are actively hunting you, knowing that you are a threat to their plans, and they will be coming after you with coordinated precision and all of their technology.

Bad Mutations (+300, Vortex Only): Your body keeps mutating and distorting in painful and rather useless ways. The mutations can be shifted away, if you have the capacity to do so, but will end up being replaced with other painful mutations eventually.

Timeline War (+500): There are numerous futures, good and bad, which are all fighting to exist, and you will end up caught up in them, with your direct assistance being required to stop the bad timelines from occurring, and to decide between ‘good’ futures, which could lead to further conflict if not handled well. You are required to have settled on a timeline and helped it establish itself before the Jump ends.

Notes

This Jump was inspired by a request by u/ChakatRiversand, over on Reddit. I threw the initial document together for them, they made some suggestions, and I found it a few years later and cleaned it up, and here it is.

Changelog

V0.9 - Document first created.
V1.0 - Document formatted, Logo Added, Additional details fleshed out. Stupid two-drawback-limit removed.