The Pirate's Fate: Jumpchain

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(Yes, this is Furry. Just bear with me.)

Jumper, welcome to a world I am willing to bet is unlike any you've set foot in before. Primarily due to the above, the talking animal-people. Honestly you needn't make a big deal about it, no one else even notices unless some massive change occurs in someone.

Anyway! There are still some similarities that you should be able to seize upon, the primary one being rather obvious. Pirates. The land you are stepping forth into is firmly standing in an age of pirates, of, varying degrees of notoriety. Piracy is still completely illegal, as per the decree of the current monarch, Queen Nahkta, punishable by hanging without a trial or any consideration whatsoever.

More important than all of that, and plenty of reason in and of itself to flagrantly defy the edict, the magic coins. No, no, don't walk away, I know that doesn't sound too special. But trust me, Jumper, these are some *really* powerful coins. Change your life, rewind and screw with time itself, erase the concept of death! Do I have your attention now? The latter, of course, requires all the coins together to achieve this, but I'm sure gathering them would be a trivial matter for a being like you, eh?

Origin

Technically speaking, there is only one Origin, Drop In. Where the differences come in, however, is *what kind* of person are you? Here… this single Coin ought to make things abundantly clear…

-**Empathy**: (Free)

A warm hand and an inviting, soothing smile. You are the kind of person that is always willing to sit down and try to talk things out with genuine good intentions and eager understanding, perhaps even if the person you're talking to doesn't deserve it. On the more positive side, you'll surely be a beacon of optimism to your friends.

-**Independence**: (Free)

There is a thing to be said about blazing your own path, regardless of who, what, or what social mores say otherwise. Just keep charging ahead with the simplest path to what you want firmly grasped in your mind. You might lose friends, sure, but it's really all about you and what you believe is right, right?

-**Purity**: (Free)

Those that strive to be objectively good would do well to learn from your example. You are peaceful, kind, and passive. You wouldn't hurt a mosquito on your own arm because 'it has a right to exist too.' Naturally, the evil people of the world will attempt to take advantage of you. But the good people of the world will likewise see you as someone to protect and support. Just, try not to get too judgmental, ok? Too much 'good' can easily become tyranny.

-**Pragmatism**: (Free)

The solution to all of these problems is just so simple… now if only more than just you could see that, unclouded by those petty things such as "morality" and "acceptable." So what if the most efficient solution is murder? It's efficient, in both time and effort! Sure you might get called a monster, or a demon, but you get results.

Perks

Discounts are 50% off. 100 CP Perks are Free to respective Origins.

General Perks

-**No Furry**: (Free/-100 CP)

A courtesy, Jumper. Considering that opinions on Furry range from "Yeah!" To "Meh." To "PURGE IT WITH HOLY FIRE!!!" This is a, shall we say, an aesthetic filter. If you want Furry, you can have it at your discretion. If you don't, you get to decide how far down you want to turn it. Whether you want to dial it down to "monster-girl" or just wipe it down to human. As a bonus, you can do this on a character by character basis. And no, no one else will notice even if you're standing there flipping through a character's potential appearances like a roll-a-dex. For 100 CP you can keep this Perk for future Jumps.

-**"I'm Interested In You…"**: (-200 CP)

Want a one-night stand? This is how you get one-night stands. With but a few days of time invested, you can pop that single line and get right to the horizontal mambo with the particular person you want to bang. Once the deed is done, this Perk goes on cooldown for a year, and any further attempts to invoke it will lead to both embarrassing and publicly stigmatizing scenes.

-**Transformation Immunity**: (Free/-400 CP)

A personal safety assurance, Jumper. I mentioned the coins could change your life, well, I meant that very literally. The most common type of coin is innocently called "Become What You Seek." And, those coins are *very* sensitive. Touching one and having the slightest idle thought sparked by the surroundings could set it

off. With this Perk, you won't have to worry about that. Or involuntary transformations of any kind. 400 CP to keep.

-**Coin Artist**: (-400 CP)

Ergo, 'this isn't what the coin is supposed to do, but I don't care' the Perk. For magical artifacts with a rather narrow scope of purpose, people have found many different ways to use the coins. Such as, sticking one in an oven and baking the best, addictive, pies anyone has ever eaten. You could finagle a way to enchant, say, an egg with particular circumstances to force someone you gave it to to always tell the truth. Post-Jump, you can milk similar "not as intended" uses out of equally powerful, but narrow of scope, artifacts.

Empathy Perks

-**Optimism**: (-100 CP)

For someone whose good nature could be taken advantage of at every turn, you are of a remarkably upbeat attitude. Not much exists that can keep your spirits down for a long time, unless you happen to want to be sad, for some reason. Maybe a friend of yours sacrificed themselves to buy you time?

-**Friendly Mien**: (-200 CP)

You've got a presence about you, Jumper, like you're easily approachable and easier to talk to. You may find that people with problems eagerly come up to you with hope in their eyes. This does nothing in the way of telling you if these "hopefuls" are honest or not. Can be toggled.

-**Talk it Out**: (-400 CP)

Sometimes, all it really takes is someone to listen. You've a great talent at talking your way through a person's problems, on the level of a professional therapist, and are guaranteed to get results as long as both parties involved are committed to getting there.

-**Hug it Out**: (-600 CP)

… On the more absurd end of things, your hugs now apparently have actual healing properties. In the vein of, "you can hug the cancer out of people." The only

caveat to this is your 'healing pool' is powered by genuine altruism. Curing an individual of cancer might take a week's worth of compassionate word and deed. Someone on death's doorstep, more like an entire year. Healing powers aside, you can just make people feel better emotionally, and unless they're a complete stranger others won't find it odd how platonically affectionate you are.

Independence Perks

-**Arrogance**: (-100 CP)

I say stupidity, you say bravery. Maybe you just aren't thinking about the odds, maybe you don't care, but the fact of the matter is that you simply will not be daunted by any situation you find yourself in. You could be marched right up to the hangman's noose, confident up to and through them putting the rope around your neck that you were going to figure a way out of your situation.

-**Fearsome Mien**: (-200 CP)

Without mincing words, Jumper, you're scary. And this appearance has a subtle, but tangible effect for you. No stranger will step up to you, even if you are committing minor crimes. Even law enforcement would hesitate, if they were by themselves. Murder or rape are not covered by this, but petty vandalism in the streets is fine.

-**Titanic**: (-400 CP)

You, Jumper, you're huge. Like, cartoon strongman huge. If you felt like it, you could easily pick up a ship's anchor and swing it around as a weapon. Naturally, such strength could allow you to do other absurd things too, like climbing a castle's walls from the ocean with nothing but your bare hands.

-**Muscle Immunity**: (-600 CP)

Strength breaks all bonds in the end, doesn't it? The physical shackles of metal, the metaphysical ones of laws and conventions… You exemplify this. If you happen to be stronger than the one who *made* the law, you are exempt from it. So, following the natural extension of logic, if you became physically stronger than, oh, God, you really could just do whatever you wanted. Now couldn't you? Of course, in-jump this would probably only apply to Queen Nahkta.

Purity Perks

-**Inner Goodness**: (-100 CP)

Some people have a moral compass that spins like a top at the slightest provocation or opportunity. You are not, or at least able to abstain, one of those people. No matter what situation you find yourself in, you will always be able to determine, easily, what available option to you is the most "objectively" Good. It won't make new options appear if you happen to be in a lose/lose scenario, but at least you won't have to beat yourself up over the choice you *had* to make.

-**Innocent Mien**: (-200 CP)

You're like this little bundle of childish purity that people want to protect, puppy dog eyes and everything. More importantly, you will never, A: be mistakenly accused of a crime you didn't do. B: if you happen to be maliciously accused, public opinion will so violently swing in your favor the case will need to be thrown out to avoid a riot.

-**Purity of Spirit**: (-400)

Though the inner self may lead itself astray, no outside influence will. Your spirit is incorruptible to all outside influence without your consent. You could be drowned in the very essence of Evil and you would inevitably recover who you were. Provided, of course, that you didn't dive in of your own volition. As a secondary benefit, you will always register as "pure of heart" for "tests" of that sort of thing.

-**Absolution**: (-600 CP)

Do you recall how I said that too much "Good" can become tyranny? Well, you're just about there. At a glance, you can recognize the full breadth of a person's sins. Every single indiscretion they've ever even contemplated. Further, those you look upon that lack utterly heroic willpower will find themselves unable to lie while you hold their gaze. And those sins you see, under your gaze these people will feel the weight of these sins like heavy iron shackles. Let them be judged.

Pragmatism Perks

-**Cool Logic**: (-100 CP)

You've a gift for the rational, Jumper. Unless you want, your decisions will never be influenced by your emotions ever again. You could have just watched your best friend get turned into red paste by a cannon, but you'll still keep a level head.

-**Intellectual Mien**: (-200 CP)

Have you ever met one of the greatest minds of your time? Didn't you feel completely out of your depth in their presence? Well, now you can do that to others. You've an air of complete intellectual superiority that sets you apart from people you aren't familiar with. Great for talking down to people and getting away with it, and/or just keeping the neurotic masses away.

-**Art of Bullshit**: (-400 CP)

It's a lot harder than you'd think, being able to speak for hours without really saying anything. An art you have firmly mastered. Whenever you like, you can launch into a diatribe of technical terms and quantifiers that no one expect someone intimately familiar with the gist of your spiel could decipher. Introduce a bullshit concept to a topic, and bluff your way into a queen's good graces… temporarily, at least.

-**Shaper of Worlds**: (-600 CP)

Not in the literal sense, but the metaphorical one. You've the degree of societal understanding and cunning to brute force any kind of civilization your mind can think up. Do you want a world where women are the literal property of their male relatives/husbands? Maybe you just want to re-write a societal beauty norm to favor obese women? Even a society that ritually sacrifices babies is not beyond your skill… though that last one might take a lot longer.

Items

No discounts here, everyone has equal opportunity to grab everything.

That said, take this small stipend of 300 CP for Items ONLY.

-**Sword**: (-100 CP)

If you're going to be a pirate, you might as well have a handy cutlass like this one. While it is nothing special in terms of killing power, the blade is indestructible and will hold its edge forever. Not to mention you can call it back to you if you get disarmed.

-**Morph Clothing**: (-100 CP)

Want style? Here you go. This unassuming shirt and slacks combo is magical, in the way of altering themselves to whatever appearance you could imagine that is purely cosmetic. Ergo, you cannot make this outfit function as armor, nor can you acquire gemstones by morphing into an outfit of obscene opulence.

-**Treasure Map**: (-200 CP)

Because what pirate could pass up treasure? This map of the world doesn't have a beautiful little X on it, yet. But should you declare a single item, one which you know for sure exists, this map will show you where to go to get it. You'll still have a, how to say, search area the size of a medium city, but that's far better than nothing. This map cannot locate items sequestered in pocket dimensions or on other plains of existence.

-**Honest Egg**: (-200 CP)

Potentially a fantastic prank item, or worse, depending on your ingenuity. This visually unassuming egg, no bigger than a chicken egg, will not break unless you peg it at someone. While it will cause them no injury, the person you hit with it will be completely unable to lie in any way shape or form for an entire month. They can't be sarcastic, they can't hide potentially rude thoughts… The egg will return to your possession at the end of that month, so you can do it all over again.

-**Fertility Idol**: (-200 CP)

The wrought gold image of a niche goddess. A goddess portrayed as hilariously endowed in the hips, buttocks, thighs, breasts… even a pronounced paunch. What does it do? Well, one of two things. One, should you keep it in your possession you will find that you are in complete control over your baby making functions. No kids? Plow as much as you like without protection and it'll never happen. Octuplets? One shot and done. Second… well, I suppose you could consider the

second use a curse. If you gift it to a woman, after a single month they will adopt the build of the idol and be endowed with an absurdly high fertility. Or use it on yourself if you are a woman. Should you gift the idol, it will return to you after that month has passed, and its "blessing" has been bestowed. How the particular woman reacts depends on the person.

-**Murder Pistol**: (-400 CP)

A, bafflingly powerful flintlock pistol. One shot, center of mass, and a normal person will die instantly even if you managed to miss every vital organ. The head or the heart? You could potentially insta-kill meta-humans or powerful spirits. The major drawback of course, is that this is a flintlock, and not only is it inaccurate beyond short range but you get one shot before you need a lengthy reload process.

-**The Jumper's Fate**: (-400 CP)

You're very own pirate ship. It comes with a fully stocked larder, captain's quarters decorated to your taste, room for eight crew, eight cannons that never seem to run out of powder or cannonballs, and the hull is obnoxiously durable for something made of wood. Should you be sailing alone, the ship will handle perfectly well with just you at the helm. We'll call it, ooh, 'video-game logic.'

-**Jumper Pie**: (-400 CP)

This bakery start-up is all yours, Jumper. While the kitchen is only large enough for a single chef, the oven has been fused with one of the magic coins so that anything baked within comes out frighteningly delicious, addictive even. Don't worry if you can't cook, this establishment comes with a portly, enthusiastic, live-in baker to keep the place running at capacity if you aren't around. Post-Jump this can either become an attachment to your Warehouse, or you can plunk it down nearby when you start a future Jump. The baker will only adjust her recipes if you specifically tell her to. Ingredients just appear in the back room, no purchase required, all profit.

-**Become What You Seek**: (-600 CP)

… Are you sure about this? You want to bring the coins with you to future Jumps? Well, they're your points. Ahem. You have here ten individual 'Become What You Seek' coins for your use/"gifting" from here on out. As mentioned before, these coins are SENSITIVE and have a rather, arbitrary set of morality judgements. For instance, say you asked Wonder Woman to put her money where her mouth was on

her “love and compassion” stance. If she were touching a coin while she said this, the coin would make her obese, in accordance with its arbitrary morality on “Empathy.” Giving one to Batman, in contrast, would give him a demonic visage given his “Pragmatism.” Seriously, you could ruin people’s lives with these things Jumper. Again, are you sure about this? Each individual coin has a one month cooldown period.

-**Shape What You Were**: (-800 CP)

Expensive, right? But for nearly limitless time travel, I would say that’s more than fair. You receive three coins, each good for an hour in the past at any point you can name. Prevent your enemy from being born? Done. Undo a critical discovery? Easy. As a protection, you are guaranteed to not butterfly yourself out of existence. Each coin has a one year cooldown.

Companions

-**Import**: (-50-200 CP)

Have some friends you wish to sail the seas with? Bring them along for 50 CP apiece, or 200 for eight. Each Import receives an “Origin” for free along with 400 CP for Perks and Items. They each receive the Item stipend, and the “Free” Perks. They cannot take Drawbacks.

-**Canon Companion**: (-100 CP)

Do you have a particular affinity for a particular ‘person’ from this world? Bring them along! Hell, they can start out at your side with this purchase. Depending on your feelings on “furry” you can choose a particular “transformation” if the character in question has them. IE, ‘dragon’ Tam-Tam or ‘fat princess’ Morgana. Indigo cannot be purchased.

-**The Usurped**: (-300 CP)

Well, this is odd. Now would be the point at which I give you a little sales pitch to convince you to buy this character, but technically speaking without you they don’t exist. This individual would normally be the “protagonist” of the story, Mila, and you’ve four options here. Yes, four, one for each of the ‘Origins’ you yourself had to choose from. You may select Fat Mila (Empathy), Titan Mila (Independence),

Angel Mila (Purity), or Demon Mila (Pragmatism). Each one comes with the 100 CP and respective Capstone of their corresponding Perk tree. If you want, you can purchase all four, if you've the points for it.

Drawbacks

-**Doldrums**: +100 CP

Given that the primary method of travel in this world is ships, the wind is what get you where you need to go. Taking this Drawback assures that at least once per trip the wind will die out and you'll be stuck out on the water for up to two days. Not inherently dangerous, but irritating.

-**Seasick**: +100 CP

You and boat travel do not seem to mix well, Jumper. You will be plagued by frequent bouts of nausea whenever you leave land. And presumably, that will be often.

-**In-Character**: +200 CP

Whatever Origin you chose, that is now your defining character trait. An Empathy Jumper would only resort to violence as a completely last resort, whereas a Purity Jumper wouldn't even defend themselves if faced with violence. On the flip side, Independence or Pragmatist Jumpers would kill people left and right if it suited them. Of course, choosing it probably meant you agree with the mindset…

-**"Cartographer"**: +200 CP

You are abjectly useless when it comes to sailing for one reason or another, fatness, clumsiness, weakness, etc. Unless you happen to be a talented cook, expect to receive verbal derision aplenty when you travel by sea.

-**Wanted**: +400 CP

All 'pirates' are illegal according to the Queen, but you've got a price on your head. Expect royally sanctioned privateers to hunt you down at least once per year,

and bounty-hunters to harass you in the meantime. If they catch you, you'll be dragged to Nahkta's gallows.

-**Evil Bunny**: +400 CP

Rourke, most vile adversary of the typical protagonist, has set his envious gaze upon you, Jumper. He and his almost as vile crew, which will include an evil version of Morgana if you didn't buy her, will hunt you to the ends of the earth and back to take whatever you have, simply because you have it and he doesn't. Rourke also has a 'curious' talent for surviving things that should have killed him off, and talking your ear off about it when he catches up with you again.

-**State of Flux**: +600 CP

Remember that 'anti-transformation' Perk you got for free way before now, no, consider it inverted. You are now massively susceptible to the transformations of the coins, and they will affect you mentally as well as physically. A moment of Empathy will make you more empathetic, and fat, and more likely than not draw you further down that road. You are also guaranteed to encounter coins at an unprecedented rate.

-**Edge of Death**: +600 CP

I have bad news Jumper, you died. Oh, don't worry, it didn't stick. That complimentary coin saved your life. It now hangs around your neck on a glowing chain, a giant, glowing weak point that anyone and everyone will recognize as such. If you lose this single coin, you will die, and you fail the Jump. This could be from something as simple as someone lifting it from your neck while you're sleeping, or someone ripping the chain with a single yank. You're going to have to watch your company, very carefully.

End

Go Home?

Stay?

Move On?

Notes

-On the Coins: A wizard made them. That's all we're given. The wizard in question must have been obnoxiously powerful, however, given that the coins together can do such absurd things like "erase the concept of violence," which literally stops everyone ever from engaging in violence. Or erasing Lies, or Laws, or etc. Collecting all of the coins is an optional pursuit, but considering you are given one, people will eventually come looking for yours.

-On the Coins 2: Should you collect all of the coins and make a wish, you cannot wish for your spark. And wishing for godly power automatically stops your chain as if you had elected to Stay.

-Jumper Pie: The Baker is Kate, if you care to know.

-Coins purchased here do not count towards the "gather all the coins" potential mission you have.