Generic Furry Jump

By Admiral Chiraneau

Ahh, so either you or your JumpChan have found the wonderful and (mostly) friendly world of Furries. Where imagination and self identity is key to our community. Take your time, it's all about you here. Speaking of which, have **+1000 Species Points (SP)** for your new form here in this wonderful world. Ahh, wait, this is a JumpChain, which means you'll also need **+1000 Choice Points (CP)** for your history and whatnot, as you will be spending the next ten years here after all.

Setting

Pick one

Fantasy - You have ended up in a Fantasy Land, though not necessarily magical in nature, it is most assuredly fantastical and adventurous! You find yourself in a quaint little village with friendly villagers. Though do be aware, the beasts of the forest may be more neighborly than ferocious given the fuzzy nature of your surroundings.

Slice of Life - You have arrived in a nice and cozy home, no big and terrifying adventures or world ending catastrophes, but more mundane issues such as taxes, neighborhood outings, and Steve over there being just a tad weird. You may pick at what time this Slice of Life happens from the other options here other than Action Flick and Supplement Mode.

Sci Fi - Science! Space! Sharks with Laser Beams on their Heads! All fall under Sci Fi in setting and that is where you have ended up. Comes with a free starship to explore the universe you have found yourself in. Though do expect the aliens to be some variation of Furry more often than not.

Action Flick - Spy Thrillers and Explosions are abound here, expect to be caught up in or at least on the sidelines of some major action here, all of it exciting and dangerous. Sure you can still find yourself some romance or other comforts, but mundane issues are mostly set aside in favor of fistfights and daring stunts. You may pick at what time this Action Flick happens from the other options here other than Slice of Life and Supplement Mode.

Modern - Grounded in reality, at least until you notice the ears. You find yourself in the world of today, it's just that the Neighbor's Cat is upright and scrolling on a smartphone rather than just sitting on the windowsill. Modern problems still apply, but so do modern solutions. At least you won't be terribly lost when it comes to travel.

Victorian Times - Aristocracy and industry, those define the era. Fancy outfits and odd mannerisms abound. You find yourself in the middle of London town (or something similar), with

nothing but a dream in your heart. But you should be just fine out here, just mind the coal dust in your fur, that is hell to wash out.

Roaring Twenties - Mobsters, Classic Cars, Prohibition, all can be found here during the period just before the Great Depression. You find yourself in the heart of the Big City, cars zipping to and fro. Shows are common here, and who knows what you will find out there?

Tribal - Maybe technology and large scale society aren't your style. In that case you find yourself in the wilderness, gathered in a small tribe of fellow folk in exploring and surviving the lands around you. It is a simple life, but rewarding to those that enjoy the great outdoors.

Wainscot Society - You find yourself in a mundane-looking human society, chosen from the other choices found here with the exception of Supplement Mode, but the world of fuzzy critters is hidden in a secret world just underfoot, just out of sight.

Free Choice - Don't like these setting options? Ahh well, not everyone can be a winner, feel free to make your own!

Supplement Mode - None of these options appeal to you? Alright, that is fine, you may take this option to turn your chosen setting into a Furrified version of that setting. Halo? Well, it looks like the Master Chief is a Lion now. Skyrim? There are a lot more Khajiit and Argonians floating around than usual. James Bond? That spy is the most charming snake you have ever seen. You may take an additional jumpdoc at the same time, picking appropriately to represent the setting. Keep all point totals separate.

Species

Pick one for a base

Normal Person - What? You don't want to be an anthropomorphic animal? Well, I cannot stop you there, but we will be refunding your SP for **+500 CP**.

Mammalian - These are your canines, felines, and anything with fur rather than feathers or scales. As long as what you have is a Mammal, you should be fine here.

Reptilian - This covers not just your terrestrial lizards like snakes and iguanas, but also your birds, fish and amphibians. You might be seen as cold blooded, but we assure you, you have the biggest hearts of all.

Exotic - It's not just Furries and Scalies that exist in our little world, insectoids, mollusks, and other such weird and wonderful creatures are covered under this category.

Background

Drop In - No memories, no backstory, sometimes problematic but we will include a basic set of papers or some other identifiers so the transition is as smooth as possible.

Artist - You are a creative sort, working with your hands and mind is as enjoyable as fine food or good movies. Be you a writer, a painter, a craftsman or what have you, you will create something beautiful with what you find here.

Activist - As any accepting community is, there are plenty of people within our space that work in the political and military spheres. You do not generally accept the status quo, but have a plan to make things better in the world with what you find here.

Academic - Research and development, the core to progression for any society. As such you will be a scholar or otherwise technically minded, working within a library or within a computer you will find yourself the most comfortable, what will you discover I wonder?

Species Choices

General

The descriptions are what is immediately available to the Jumper on purchase; with time and practice, more advanced tricks may become available, from the mildly cute to the full-fledged body-horror-iffic

Customization - Free - Be it coloration or a size change, as long as you conform to a basic humanoid form your furry form can look however you wish it to be, whether that be realistic mouse, flashy firefly, or full sparkledog.

Odd Form - 100SP - Do you wanna be a Naga or a Centaur? Perhaps a Mermaid? Well with this you can take on a form that is humanoid from the torso upwards and more animalistic from the waist down. Or you could, if you wanted to, take on a purely feral form which matches the animal you wish to embody. That or you could be a cybernetic organism, such as a Protogen or a Synthetic. Or both, if they exist.

Weaponized Body - 100SP - Be it claws, teeth, or tail, something about your body can be used as a dangerous weapon.

Animalistic Mobility - 200SP - Wings, webbed feet, feline coordination and agility? All covered here my friends, can be taken multiple times for different forms of Animalistic Mobility.

Hybridization - 200SP - Oh, you want to be a draconic racoon? Sure! Go for it! Take another species of animal and blend it with your current furry form, thus gaining the discounts of both. Do be aware that the discount goes from half to 25% of a discount (200 discounted becomes 150, 400 is 300, and so on). Freebies are still free though.

Mythical Abilities - 300SP/600SP - You want to be a Dragon? Sure! This would allow you to tap into the mythical abilities of your choice, with the lesser of the two grades being the basic abilities of the beasty such as a Dragon's Breath Weapon or a Minotaur's inability to get lost in a Maze. The higher of the two grades would be things like a Phoenix's one time (per jump) revival or an ability to resist magic like the Tarrasque.

Mammalian

Evergroomed - 100SP - You ever notice that most furry media doesn't go into the extensive and complicated grooming needs for each species? Well you won't notice either, as long as you maintain basic hygiene for a bald human you will not need to worry about your coat getting scruffy or a case of fleas getting out of hand.

Heightened Sense - 200SP - Be it a Dog's sense of smell, the Catlike eyesight, or something else, one of your senses are heightened to be able to pick out the finest of details in a particular subject. You may purchase this multiple times, but at a discounted price, either picking a different sense or adding a new sense from elsewhere in the animal kingdom, like a shark's electroreception or a bird's magnetic sense.

Social Animal - 400SP - You can read everyone like they have ears and a tail along with virtual scent glands that react to their emotions.

Pack Tactics - 600SP - Many Mammals are social creatures, with this choice your ability to coordinate with others is heightened tenfold and people tend to "Pack-Bond" with you rather rapidly. You will make friends very easily when you are in your furry form, and will in turn find worthwhile friends much more easily.

Reptilian

Thermoregulation - 100SP - Who says Reptiles have to be cold blooded? Scientists? Bah, what do they know about Lizard People? It's not like we control the government. Can't do that if we are glued to a heat lamp for our basic temperature control. Now you can as well, no matter the climate, no matter the circumstances, your internal body temperature will remain a constant, comfortable level.

Armored Hide - 200SP - Be it scale or skin, your body is tougher than most, able to take a beating. This even extends to an emotional level to where you are slow to rise to anger or to sadness. Expect to be the one people lean on for tough jobs.

Disease Resilience - 400SP - Just as scales harden your hide, your body is more resilient against disease of any and all types, if you do get sick you'll remain sick just as long as normal, but you'll be sick significantly less often.

Perfect Stillness - 600SP - OK, OK, there may be something to chilling out under a heat lamp after all. You may at any time enter a state of hibernation in which you heal faster, be it from physical wounds, emotional trauma, or simply exhaustion. During which time you lay completely still, barely breathing, and closed off from the world.

Exotic

Useful Bioluminescence - 100SP - Your odd form can exude light in one way or another in order to see in the dark. Much better than the usual amount you can get from the standard Customization option.

Poisonous Body - 200SP - You may, as you choose, excrete a poisonous substance out of your skin that irritates others or may cause serious harm. Alternatively, the substance you excrete is a powerful hallucinogen that affects all living things. Though why someone would lick you to get high is another issue entirely. Alternatively, you could be a venomous creature with a fancy set of fangs to deliver your toxins.

Natural Intelligence - 400SP - It is not just bugs and slugs that are exotic creatures, the octopus is a very interesting creature that has proven on many occasions to be far, far more intelligent than they initially appear to be. You too have this deceiving intelligence and cunning beyond your initial appearances.

Decentralized Biology - 600SP - You know what shows up in our community rather infrequently but does have an interesting quirk? The Jellyfish, what with its lack of a brain and decentralized nervous system. You too will have this odd quirk of biology in which your organs are either redundant or simply spread throughout your body and lacking any real substance.

Background Choices

Friends Along The Way - 50CP - Are you coming in from elsewhere? Are you bringing friends? Companions even? Well here we have an option to take them here in full, as many as you desire. Each Companion imported gains a background, 1000SP, and 1000CP that they can spend creating themselves. As a bonus, you may apply half of the points gained from Drawbacks to one of these pools, per Drawback chosen.

New Fursonas - 100CP - Ahh, but maybe you don’t have any friends, well, for each purchase of this perk, we will arrange for you a chance to meet with new and interesting people with 1000SP and 1000CP. We will also help with smoothing over any events that may tarnish or disrupt your meet-cutes with these wonderful people. Should you convince these new friends (or more) to come with you, then we will facilitate the logistics for them to come with you. Each subsequent purchase of this selection is discounted to 50CP

Drop In

Local Lingo - 100CP - Wherever you go, you will pick up on the local slang within hours of immersion into the culture, granted, this does nothing for sounding like a dork for using the wrong generational lingo. But maybe you'll be hip with the kids.

Social Chameleon - 200CP - As long as you keep your mouth shut, you do not tend to stick out in any particular situation, blending into the crowd or into the wall. While not true stealth as anyone actively looking for you will still find you, you just won't be noticed in the first place.

Just A Regular Guy - 400CP - Put simply, this perk does just this, no matter what form you may take, no matter the setting, people will see you as Just A Regular Guy. They will not be disturbed by your form unless you want them to be so.

Narrative Serendipity - 600CP - When fate calls, the world rearranges itself just enough to favor your interests. Whether it's stumbling upon an ancient tech relic or a convenient mentor who shares your obscure hobbies, the local lore seems to bend toward your personal narrative—almost as if the world were written for you.

Artist

Creative Flux - 100CP - Suffering from creative block? Do something else for an hour and you will feel your muse flow back into your body fresh and renewed. If inspiration evades you, do something else that isn't your main project and soon enough, it will come to you. Note, we have noticed that there is a major creative inspiration given to takers of this perk just before they fall asleep. We here in the Furryverse are not responsible for any frustration caused by these events.

No Tools? No Problem - 200CP - Normally, creation requires specialized tools to create something of quality, not with you. You can create high quality pieces of art with minimal tooling, or sometimes, no tools at all. Bash out a brass pot with naught but a hammer, carve a statue with a set of rocks, finger paint the Mona Lisa, all are possible with enough effort and time with you.

Patron Sniffer - 400CP - Never shall you be starving, as you will always find someone willing to purchase your artwork. Granted, not always for the price you ask for, but you will have no problems breaking into the market. Who knows, with time, you may even find higher status clientele with your growing popularity. Just, ya know, keep it humble elsewise infamy may see you stuck creating something you dislike. And don't expect $5000+ YCHs to sell very often.

Function *and* Form - 600CP - The best kind of art is the kind of art people use every day. Architecture, tools, toys, and all manner of useful items made by you seem to be almost indestructible in comparison to other items and structures of similar form factor. Engraved swords suddenly swing faster, and remain sharp always, buildings are both stunning and sturdy. The kitchenware will last forever and be cherished by a family for generations.

Activist

Political Spheres - 100CP - With just a bit of reading into some theory, and watching the news a bit, you can gather a pretty substantial dossier on the political situation in an area of your interest. What you do with this information, well, that is up to you.

Organizer of the People - 200CP - The hardest thing for any organized effort, is as always, Scheduling. You know how best to work around and even bulldoze through any logistical issues when it comes to organizing your events of any sort.

Master Educator - 400CP - This is as it sounds, you now have the ability to pass on skills and teach what you know to a classroom's sized group of people. Given a month's time these people will be on par with your skill level should they be diligent and very occasionally, a small number of people in your classes will exceed your abilities.

Wordsmith - 600CP - By the power of your speeches alone, you can convince anyone, if even briefly, that your words hold water and have weight. Granted, this effect is diluted the fewer people are in the audience, so you will still have trouble convincing any singular person of your views.

Academic

All Nighter - 100CP - You have gained the ability to maintain a subject of study for near limitless periods of time without suffering from exhaustion. However, when you cease studying for a period of time, all that exhaustion comes crashing back into you all at once. Staying up for a week to understand Calculus does have consequences, and is liable to infiltrate your dreams.

Tinker Timmy - 200CP - Curiosity killed the cat, for sure, but it won't end up killing you. Now when you set up an experiment in which the outcome is mostly unknown, you are guaranteed to not be harmed by the consequences of the experimentation.

University Education - 400CP - No matter where you go, you can pull out a certification of your education and have it be recognized and respected by your peers. Do note this still requires a University Education from somewhere and this is more to translate that school's reputation across the multiverse.

Like A Sponge - 600CP - When it comes to learning and retaining knowledge, you are ten times more efficient than your peers, able to memorize entire novels or comprehend quantum physics over the course of a month. This even applies to more esoteric knowledge like eldritch lore or computer code (we aren't even sure if there is a difference between those two)

Items

The Bank Card - 50CP - This card connects to a fairly normal bank account for you. Except for the minor fact that it keeps its balance between Jumps, and acceptable in any circumstances, even with cultures that have yet to develop banking. In addition, I'll be wiring you cash. I can either wire you a lump sum at the start of each of your Jumps, or wire you money over time. The lump sum is enough to get by for years, if budgeted well, and the regular payment is enough to scrape by, but there's no rule against getting money in other ways. If you buy this again, you can take the other option, or multiply the amount in one type of payment.

Marketable Plushies - 50CP - Ahh, yes, a popular choice, at least around here. With this purchase you gain a warehouse connected to yours stocked to the brim with plushie versions of yourself in all sizes and for all alt-forms. They are very wholesome, adorable, and marketable to people of all ages. Is it a little narcissistic, sure, but come on, who wouldn't want to snuggle with a life size version of themselves every now and again?

Mammalian

Luxury Grooming Items - 100CP - You know, being covered in fur or scales can be such a hassle. Well, with this selection of shampoos, soaps, perfumes, dyes, combs, brushes and more you won't just get clean during your daily wash down, you'll feel Grrreat! and feel empowered to start your day off right.

TAILored Clothing - 200CP - You know what is a pain for anyone with non standard body proportions like horns, wings, or heavens forbid tails? Comfortable clothing. Now you not only have in your possession a war chest full of outfits for any occasion that will suit your needs, you also have the tools to alter any outfits or armor to fit any unique body requirements you may have as well as the instructions to do so properly.

Distraction Laser - 400CP - What looks like a simple keychain laser is actually a powerful tool of distraction, drawing the eye of any who see the dot to at least track its movements. Those of lesser wills will also be compelled to chase the dot in a futile effort to catch it. Though of course, the effects of both are limited to about a minute as the distracted subject loses interest quickly.

Reptilian

Enrichment Literature - 100CP - There are a lot of interesting books to read with anthropomorphic characters floating around, and now, you always have access to all of it through one means or another. Read away at your heart's content.

Heatlamp Of The Gods - 200CP - With this Lamp, oh Mighty and Holy Lamp, receive the blessings of Warmth and Relaxation. For every hour spent basking in the Glory of the Lamp we find ourselves strengthened in our convictions, able to shrug off an assault of the Enemy upon our mind later that week. Nevermore shall we who are humble worry about doubt while under the effects of the Holy Lamp. Amen.

Drink Of The Founders - 400CP - With this bottle of wine which refills at the end of each week, partaking in a ceremony of cleansing and remembrance, one can use the sweetness of the drink to sooth all wounds, cure all illness, and repair one's spirits with as many participants as one desires and as supplies last. Use this wisely oh Cleric of the Scale.

Exotic

A Feast To Remember - 100CP - Stashed away somewhere safe, preferably in your Warehouse or another attached property, is a huge walk-in pantry with a cookbook attached to the door. Inside is enough food to feed hundreds for a week based on the book's suggested recipes, which are very easy to follow but with some skill can be improved upon even more. Every week or so the pantry refreshes itself with fresh ingredients and new recipes for you to try.

Vials of Antitoxins - 200CP - Once a week you will receive a package in the mail containing at least one vial of extremely concentrated and effective antidotes to all known toxins in the setting in which you find yourself in, even if those in setting have not found an antidote to the toxin which they have discovered. How you apply those antidotes also comes in the mail, as an extremely helpful guidebook that anyone can read regardless of literacy level comes with the package.

Emotional Support Stuffie - 400CP - A Stuffed critter of some variety you choose that never gets dirty, never loses softness, never stops being adorable, and you are pretty sure says comforting words to you while you sleep is given to you via this purchase. Anyone snuggling with the stuffie will weap in joy as all their problems seem to just melt away and they can recover for a while. The effect lingers on long after they've stopped snuggling proportional to how long they were holding onto it. As a bonus effect, no one is going to find it weird you're carrying around a stuffed animal wherever you end up going.

Drop In

A Means Of Transportation - 100CP - With this purchase, you will gain a means of transportation throughout the world that is commonplace to the setting you are in. It is by no means a luxury means of movement, but it can serve as shelter and transport no matter where you go. It will continue to update to the settings you find yourself in, as it follows you though your Chain.

Universal Identification - 200CP - Never get harassed for who you are again! With our smart paper ID system, you can carry around in your wallet something that identifies you well enough to get through most traffic stops or checkpoints, among other bureaucratic hassles. Nowhere secure mind you, but you will not be harangued by the authorities for not having proper identification. As a bonus, you will be processed for any licenses you qualify for within 24 Hours. We are sorry we can't make it instant but even we cannot break Heavenly Bureaucracy sometimes.

If you're using a different alt-form or shapeshifting, it can either use a pseudonym or use your current appearance.

Insurance Cards - 400CP - Did something of yours break? Did you need to go to the doctor? Well no worries, this wallet full of business cards has an insurance company somewhere in there that'll cover the damage.

A Place to Call Home - 600CP - A luxury place to stay, be it an apartment, a mansion, or whatever else you want to make a permanent residence, it is now yours. Your dream home however you want, as long as it fits the setting. Once you move on to other Jumps it will follow and upgrade to the nicest place to live in the setting, as well as gaining a connection to your Warehouse.

Artist

Shower Thought Notebook - 100CP - A small, simple notebook with an attached pen, on the back is a dry erase whiteboard which also works with the pen. This place to write has the unusual property that it can always be at hand. In the shower and just had a great idea? It's next to the soap. The paper is waterproof, and the pen will still write just fine underwater. Ripping out a page will remove that property from it, but that adds a fresh page at the back.

Artist's Workshop - 200CP - A nice, quiet place to sit and work on whatever project you may wish to work on. Be it a hill or a garage, it is customized to your needs and your comfort. After this Jump, it becomes attached to your Warehouse or another one of your properties so you can continue with your work.

Materials And Tools - 400CP - Tucked away somewhere safe, usually your Warehouse, is a good supply of the best quality materials and tools in which to create whatever your heart desires, if you have the skill to realize it.

JumpCorp - 600CP - You know what sucks? Coming up with something amazing only for some greedy bastard to steal that idea out from under you. Now you have a whole legal team working specifically to protect your intellectual property, with funding and power equal to the Disney Corporation. They can be as bloodthirsty or as lax as you desire.

Activist

Manifesto Maker - 100CP - A combination Teleprompter/Computer/Printer that is designed specifically to assist you in organizing and editing your speeches, laying them out and providing notes for inflection and emphasis for assisting in making your speeches count.

Pamphlet Pile - 200CP - Need some Propaganda? Well this smart paper can most certainly assist in that regard. While it will never be as effective as Propaganda made by actual skilled artists, this smart paper is specifically attuned to put your thoughts into something visually

striking, though it must be politically motivated to actually print onto the paper. This ream of paper never seems to run out of sheets for you to post your thoughts onto.

Alligator Agitators - 400CP - A handy group of about a dozen alligators* who fervently share your political beliefs and are always ready to stir up trouble. They always seem to be able to source the means of agitation and the materials therein, be it protest signs, megaphones, masks, permits, and the like. They can stage peaceful protests but being grumpy gators, they do want to get a little rowdy.
*May not actually be alligators. See political situation and local native species for more details.

Gull's Grapevine - 600CP - Your political opposition is going to want to snuff you out, and the easiest way they do that is by tracking your communications, we here at JumpCorp offer our services of Gull's Grapevine. Secure Communications to all the members you invite into the Grapevine though various setting compliant means. Be it a smartphone app, be it highly trained mail services, or be it magical mind to mind communications. Never worry about spies ruining your plans again! Note, JumpCorp is not responsible for any spies that may already be in your organization.

Academic

Folders, Tabs, Bookmarks, and Sticky Notes - 100CP - An endless amount of supplies to keep anything and everything organized. When you do so with these supplies, more often than not these things will *stay* organized and not wander from their neat piles.

Bespoke Spectacles - 200CP - Be it through Magic or Technology, this fashionable pair of eyewear can translate any language, decipher any code, and provide multiple perspectives on questionable events and theories.

The Jumper Institute for Documented Research - 400CP - This location, ostensibly a library. It contains all journals, scientific papers, textbooks, and other research materials from this setting and all previous Jumps hidden somewhere away in their archives, thankfully there is a public access terminal to quickly search up what you need to find with a few keywords. Getting things checked out on the other hand, is in the hands of a geriatric sloth. Best to do your research from within the building. After your stay here this location becomes accessible from your Warehouse and continues to update with each Jump you take.

A Gaggle of Idiots with Degrees - 600CP - Do you need a second opinion on something? Do you need someone to double check your work? Do you crave intellectually stimulating conversation that isn't someone trying to *just* pass their classes? No worries! With this device you can get yourself in contact with the finest minds in all of the setting, be it by mail or by other means of communication, the world's intellectuals are at your fingertips for you to harass as needed.

Drawbacks

Take as many as you like, for either SP or CP

Human No More +0 - What? You want to keep this form permanently? Well, obviously, it's an alt-form–

Ah. Even in Gauntlets. Right.

How about this? By taking this toggle, you may add the species you buy in this Jump to your Body Mod- *in exchange for your normal human altform*. That is, not only would you be defaulted to this species in Gauntlets unless you bought a species option *in that gauntlet* - and note that 'vampire' and 'ghost' and the like are *templates,* not species, so you'd retain your non-human appearance even with such options - but you'd also have no human altform in *normal jumps*. The absolute closest you will be able to get to being human will be to use a dwarf or elf alt-form. But if you think that's a trade worth making, go ahead.

Stay Longer, Please? +50 - With each purchase of this Drawback, you will stay in this world for an extra decade. Do note, while everyone is a Furry, you still have your usual lifespan regardless of what your species is capable of living to.

Greymuzzle +50 - You're old enough that, beyond the physical complaints, you've seen it all, and can't help but be annoyed when the newest batch of newbies fall into the exact same troubles the previous batch did, and the group before that...

UwU Speak +100 - Somting is vewwy vewwy wong hewe, youwe speech is all cutsie and silly, muwch wike dis dwawback in fact.

No Boundaries +100 - While no one is going to hurt you, they will be touching you, a lot, to a probably uncomfortable degree. Be it because you're so soft or they like your texture or what have you, expect strangers to come up and pet you at least four times daily if you are anywhere in public. That or ghost sensations if you decide to become a hermit.

Puntastic Naming Conventions +200 - You know, sometimes it's subtle, but today it's not. Expect constant groan worthy furry puns on all sorts of things. Like, it's not the Soviet Union anymore, it's the United Workers Union. That's the **best case scenario.** Far more likely is that literally every person in the world will have a name referencing their animal in some way - a wolf furry being named Remus Lupin is *subtle,* because the actual word 'wolf' is not included, unlike The Right Honorable Judge Wolfgang von Wulfenbach. If your superhero world is usually menaced by the evil alien Grue Unity, expect it to now have to suffer the Gnu Unity. Essentially, *absolutely every species* runs on levels of puns, references, and 'gag' names as seen in the likes of Ducktales, Darkwing Duck, My Little Pony FIM, and SWAT Kats.

Hairless or Scaleless +200 - Oh that's going to creep people out. You are completely bald, be it a skin condition or a genetic quirk, you cannot grow hair, scales, feathers, or any other protective coatings of that nature. Thankfully your body has adapted so this isn't a lethal condition, just expect to be stared at and cold a bunch. Thankfully there is a cure, the problem is, it comes in this salve that needs to be applied daily for an entire decade, and it smells awful.

Sitcom Arch Nemesis +300/600 - You have a rival in your field - an Artist might have someone with completely incompatible artistic philosophies**,** an Activist might have a supporter of the other side of the issue (a climate activist might have an oil lobbyist, or a climate skeptic), an Academic may have someone from a rival school of thought (Austrian vs Keynesian Economics), or just someone they personally dislike that they have to compete for grants with. While this will never turn violent, it also can't be solved with violence, because you and your companions, pets, and followers will be utterly unable to physically harm your rival, or even try to. Fortunately your rival is either a committed pacifist, abject coward, or *actually kind of likes you,* because they will never even attempt to harm you or have you harmed, even if you also took **Is it Cannibalism?** If you double the CP taken from this drawback, we can add in a ChainFail condition in which you must befriend your rival in the field by the end of your stay here. Not necessarily change their viewpoints, but at least be on grounds enough to drink at the bar at least once a week and talk about something other than your field of focus. As a reward for completing that, you may take your rival as a Companion with you into your next adventures.

OwO What's This? +300 - We have noticed your Out of Universe Powers and your Warehouse, we is gonna have to lock that down for the duration of your stay here. Unless of course, you wewwy wanna UwU for the next hundred years. Oh yes, if you absolutely need your stuff, you'll be under the curse of UwU regardless of where you go for a hundred years.

UwU Spoken +400 - Oh no, it's not you that speaks in UwU, it's everyone else, constantly and as if it were normal. That has to be irritating right?

Petty Yet Dangerous Drama +400 - People love to argue, the problem is, people here, they feel as if everything is an outrage that needs to be posted about, screamed from the tallest soapboxes, and shoved into everyone's faces over the smallest and pettiest of bullshit. Be it tattoos, political opinions, taste in art, taste in people, your species. Fucking anything is worthy of getting a brick tossed through your window. So expect that or something similar such as an attack on your person to happen at least once a month and mostly for things you're completely uninvolved with.

Feral Problems +500 - Rather than being a humanoid animal of whatever creature you have chosen, you are now just an intelligent version of that animal. You're a German Shepard? Good luck driving a car. If you're a Cow, whoo boy better stay away from farms.

Crows Up High +500 - We have racism today, no doubt about it, but not nearly on the level of this option here. No no, now there is a Hobbesian Leviathan in place, and a strict social hierarchy and caste system in place. Normally not an issue right? Except the species you have

chosen here today is at the bottom of this hierarchy, and your superiors are not gentle masters. What makes it worse is your fellow members of your kind fully support the hierarchy, believing it to be a divine mandate that the order must go on. To further compound it, you are locked to this alt-form for the duration of your stay here. So, while not impossible to overcome, you have a long road ahead of you in order to end this injustice.

Paging John Brown +600 As in Crows Up High, there is a strict hierarchy of species, except now, your species is on the same level as cattle, and enslaved as such. We will be locking you to this alt-form for the duration of your stay here to ensure your place. Now, if you took this drawback with **Crows Up High** not only is there a caste system with slaves, there is a caste system *within the slaves themselves* and you my friend have been stuck on the bottom rung of the food chain. If you want to double the CP taken from this combination of Drawbacks you can add in a ChainFail condition in which you must dismantle the hierarchy by the end of your stay. Not just socially, physically, and legally, but also spiritually as well. The people will truly need to believe in whatever system of order you set up (preferably an equal system) in order to save your Chain.

Is it Cannibalism? +600 Rather than there being a mix of non sapient “ferals” in this world for carnivorous furries to feast upon, this world operates with all sentient people feeding on each other if they aren’t herbivorous. Have fun with that, for you might be on the menu if people start getting hungry, *and they will get hungry…*

End of Your Time

We were so happy to have you here my friend, I would love for you to come back and visit us again. But until you do decide to do so, we shall leave you with these options.

Go Home - Ahh, well, no place like home and all that. Should you take this option you may return home, but also keep a connection to this place should you wish to hop back and forth, that should be interesting to watch at the least.

Stay Here - Oh, oh goodness, you want to stay? Well we would be glad to have you! So rare does someone pick this option that we will gladly reward you with an extra 1000CP to spend as you please! As well as remove any of those pesky drawbacks that are plaguing you.

Continue On - Your time here was wonderful, but you wish to see other sights. Well, should you ever wish to return, the world will be as you left it.

Edits v1 - Some formatting and cost adjustments
v2, as suggested by Zocarik1, items based off of species have been added
v3 forgot about Companions, we have added in options for that and the End of Jump rewards

Notes and Credits
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