Hamtaro Jump



You are about to go to the world of Hamtaro! A peaceful world in early 2000s suburban Japan. No world threatening menaces here--just hamham adventures! Yes, here, Hamsters and possibly other animals are sentient, and have their own cultures and kingdoms. But most of them just live as pets to humans, or living alone as field hamsters. This is a cheerful, happy word. Where friendship wins out in the end, and there's always an exciting adventure waiting around the corner!

You'll be spending ten years in this joyful world. You'll appear at the time Laura Haruno moves into an unnamed town, with her pet hamster Hamtaro soon escaping his cage to the outside world.

Origins
Field Hamster
Hamham
Owner
Angel (100 CP)

Field Hamster
You've led a hard-knock life here, scrounging for food here and there. Your past isn't especially notable--you don't remember your parents or your siblings if you had any. But not that you mind. The burrows are warm and damp, the food is plentiful, and that's enough for you. You may have some visual giveaway as for who you really are, like fur that shines like stars, if it has something to do with your true identity. You also posses a hamster altform that you may shift out of at any time.

Always Sleeping (100 CP, Free Field Hamster)
You're taking a nap, and people plus reality itself will respect that. Nobody will bother you out of a nap, ever. Even if you're a lazy little one and always sleep while everyone is doing work, no one will get mad at you. Nothing except malicious intent by others wanting to kill you will kill you in your sleep, and you won't be woken up easily by people making a ruckus around you unless it's important or you need to wake up to survive. You'll also always have a good night sleep, no matter what.

Grumpy Guy (100 CP, Free Field Hamster)
You're a blunt and tough kinda guy, and that's just who you are. If you happen to be the sour type, your grumpy exterior won't turn people away. Or some general annoying behaviors like getting easily competitive or jealous will be tolerated. Legitimately treating people like trash isn't protected, however.

EVERYBODY OUT! (200 CP, Discount Field Hamster)
A mature person like you has no time for nonsense! You just want peace and quiet! You're strong enough to toss a big group of troublemakers out your living space as long as you establish it as a zone for everyone to have fun or relax in. And not something like, combat base. Heck, nobody will even get mad at you for doing this, and they'll probably think really hard about what they did to elicit this sort of reaction from you. Next time they show up, they'll be better behaved.

The Moving Pot (200 CP, Discount Field Hamster)
Hiding under something and moving it around will make mundane and weak willed people think the object itself is moving around. Either by itself or through some other force. Instead of, y'know, someone under it is making it move. Anyone who can see through this through magical or mundane means like sniffing your scent or x-rays, will determine quickly that you are the one behind this.

Told Ya It Was Dangerous (400 CP, Discount Field Hamster)
You're a smart person, and everyone else agrees that when you say something's dangerous, it's DANGEROUS. Thus if you warn someone not to do something, they won't do it. This only works if it's actually dangerous to the person and the public at large. If someone could very well kill you without dangerous consequences, warning them not to kill you won't actually stop them from making an attempt on your life.

How Are They Gonna Make It In The Outside World? (400 CP, Discount Field Hamster)
It's tough for the little softies who haven't had the hard life you have. It's up to you to help them! You can teach a bunch of people weaker and less knowledgeable about the world with your streetwise (well, fieldwise) knowledge. Your grumpiness and blunt attitude will be tolerated as long as people know you're acting this way for a good reason. People also flock to you under your care, and will at least lend an ear to your words. But some may question you if you happen

to be wrong about certain things. But it doesn't detract from your authority. Use this ability with care.

Den Digger (600 CP, Discount Field Hamster)
Everyone needs a secret base...and now you can make one! You can't install advanced weaponry or other self-defense mechanisms with this skill alone, but you can make the comfiest, nicest den and tunnels to live underground. With pillows, carpets, and everything! Provided you have help from your friends, of course. Heck, digging tunnels is such a fun and easy hobby for you that you could set up a stable and roomy underground series of tunnels in only a week under a large neighborhood. Provided that your friends chip in to help. The tunnels will never collapse on each other even in an earthquake. Although the occasional one or two person might fall in them from the outside, they'll never get seriously injured. At worst, getting a nonthreatening bump on the head.

Hamham
You are a hamster with a responsible owner! You've got a happy, happy life here and there is really nothing bad going on in your life. Your owner might struggle with needing help from time to time, but other than that your life here is nearly perfect! Your owner adores you and dotes on you! You start out in a cage, peeking your nose out. You posses a hamster alternate form, and you may shift out of it at any time you like. Your new hamster form looks like a regular hamster, unless you want to add extra details to it that have something to do with you. So if you want to have horns because you're a demon, go ahead. Nobody will really comment on it unless you want to.

Peka Peka! Peka Peka! (100 CP, Free Hamham)
Awww, you're adorable! You're so cute and fluffy, and can easily make the sweetest, bizarrely endearing words during your daily life whenever you do habits or undertake plans. People don't think you're strange when they catch you making strange nibbling sounds, like "kush kush". In fact, they'll find it adorable in an "aww, cute!" way. If you don't want that to be part of your image, you can just make those strange noises by themselves without the cuteness factor. Can be turned on/off.

Always Excited For An Adventure (100 CP, Free Hamham)
You'll always be up for some adventure or enjoying the happy times! The passage of time won't dull you. Heck, you can run into adventure if you start searching for it. Your zeal for life will make you always skitter places quickly, too. Sneaking away from your cage or house becomes easy when you're looking for a little bit of fun.

Hif Hif, Hif Hif (200 CP, Discount Hamham)
You have a nose for sniffing out lost items you or an ally had! If it's somewhere nearby, you can find it. But you can also smell who's friendly and who's secretly a big meanie pants. Or find others hiding from you if they're not using magic powers or anything like that to hide. Although all you can really smell in someone is if they're hostile to you, not if they're truly evil or not.

Come To The Clubhouse! (200 CP, Discount Hamham)
If you invite people to hang out with you, you have a nice way with words that hanging out with you will be a very fun or worthwhile endeavor. Heck, during these outings with people you might get to know them a little better. You'll befriend them a lot quicker than usual when going on adventures with them!

You Got Out Of Your Cage? Again? (400 CP, Discount Hamham)
You can wiggle out of any cages or places you're imprisoned in. As long as it's plausible for you to escape, such as guards overlooking locking the door or you not getting tied up, you can squirm your way out of getting locked up. Of course, nothing's stopping people from catching you and putting you back in your cage. And they'll probably remember that you somehow got out.

This Calls For Ham Ham Power! (400 CP, Discount Hamham)
Oh no! You're in a scary situation! Your fat little body got stuck in a crack and now you can't turn around and get out! This calls for Ham Ham Power! There's a lot of willpower for tiny little thing like yourself (In fact, some would say it's compressed as a result.), and you've got ingenious solutions to hopeless situations if you're stuck in danger or someone else needs help! Such as crawling up the walls and nibbling a hole in the roof to get out. With you and your buddies, you'll find most problems can be solved, if you plausibly could. Let's all work together!

It'll Work Out (600 CP, Discount Hamham)
The power of friendship will always tie up things to have a happy ending. That's how it should be, and that's how it is! Your bonds of friendship will never be broken or shattered without abuse from your hand. Betrayal is unthinkable for your friends and allies. If a friend is moving away because of outside forces, things will fall into place so that they'll never go away or you'll always keep in touch by writing letters to them. Things are also likely to tie together nicely for you if they plausibly can, just like in a happy ending! No unexpected mean twists snatching your happy endings away.

Owner
You have a cute little hamster! You've lived a normal, ordinary life otherwise. You have nice parents if you're a kid, or if you choose to be an adult, you have a nice life living on your own. Your house is decently sized, and you live in a nice neighborhood. You have a 9-5 job working as a white collar worker or a student at the nearby school. Crime is low here. Have a nice ten years here!

Look At This Place, It's Beautiful! (100 CP, Free Owner)
A living space can really change a person's mental state. A cluttered, dark place is not a healthy mind! No place you move into will be a hellhole to live in. The spaces will always be clean and healthy, and you'll happen to always have some sort of a nice view, even if it's overlooking the

city. Any living space you spend a few days also appears to steadily become cleaner over time, as well.

Good Student (100 CP, Free Owner)
Studying, test taking...you're good at it all. If you're attending some sort of school, your grades will always be good. Heck, studying in general will be fun and entertaining for you! No more irresponsible slacking off for you! Studying goes faster, and you'll be able to be a model student! You could even tutor others to a small degree.

Be A Good Little Boy And Stay Put (200 CP, Discount Owner)
You are a responsible owner! You wouldn't want your little hamhams getting hurt! Animals just listen to you when you tell them to stay while you go off to do things. They won't stay in blatantly suicidal situations or if they hate you, or if they're currently hunting you down for whatever reason. They'll loyally wait for you until you come back or tell them they can leave again.

Parental Figure (200 CP, Discount Owner)
You are the unquestioned best at doing chores. They don't bore you, ever! You could cook up a healthy meal for your friends or kids or clean the house in a few hours. Your smile is warm and comforting, and you're a good parent to those who need a it. You instinctively know what you need to get this house spotless and what to say to comfort small children.

You Have A Pet Hamster, Too? (400 CP, Discount Owner)
Befriending the shyest person is easy! Finding similarities between you will help make the situation favorable between you two when you try to befriend them. You could befriend anyone, even the most shy, unfriendly of people, when you have something to build your friendship from.

Hamham Help! (400 CP, Discount Owner)
Your friends care about you! And if something were to happen, they'd do anything to help you. If you happen to have any friends or buddies that want to help you or come to your rescue, their efforts will be extremely lucky! Like if fate was pushing themselves along to help you. In fact, fate will contrive to help your friends, but relying on them instead of making an attempt to help yourself will not get anywhere.

Animal Care Expert (600 CP, Discount Owner)
Animal care is never impossible for you. You're the ultimate animal caretaker! No creature's needs are weird enough for you not to accommodate. You could take care of an animal in your backyard and they'd still be good and happy! In fact, animals instinctively like you and won't attack you unless explicitly ordered! You could train them to do all sorts of interesting tricks, but you could never teach them tricks they could not physically do or not smart enough to accomplish.

Angel (100 CP)

You are a hamster, too. But you're special. You have a pair of wings on your back, that can be either angel wings or bat wings. It is your responsibility to fix broken friendships and save relationships! Or you could just forego that entirely and choose to break them instead, although you'll probably have a former coworker come after you if you do that. You have no owner, so you're allowed to go wherever you please.

This Folly You Call Love (100 CP, Free Angel)
Oh, those cute little hamhams having fun? They make you puke. You certainly know how to make a good entrance, and you can really ham it up loud and clear. People will just let you barge in and knock them over and listen to your evil monologue for as long as you wish. Establishing yourself as a threat and evil plots come easily to you. A plucky protag could easily bowl it all over if you threatened them, but who cares. Eh? You're not the kind of person to do that? Well, you've still got a talent for hamming it up and GETTING LOUD at the very least. You steal the show with your quirks and plots.

The Most Lovedove (100 CP, Free Angel)
You're so...adorable and cute! People get crushes on you all the time and will fall over themselves trying to impress/woo you! (If you wish, that can most certainly get tiring at a point.) But you aren't just a pretty face! You've got an instinctual ability to help patch up any relationships in jeopardy! You can't fix irreparable bonds, but if a couple happens to be fighting you know just what to do to make things better! Never let a bond shrivel up again.

Disguise Master (200 CP, Discount Angel)
You're so good at disguising yourself! Your acting ability may be untouched, but your visuals are top notch! You'd fool anybody with your disguises, even close loved ones! But do be careful of any verbal ticks that could give you away. Surely, though, you're not silly enough to let a slip up like that happen?

Just Walked In (200 CP, Discount Angel)
Waltzing in with a strange outfit a pair of wings and a headband on doesn't really elicit stares from anyone. It'll just be accepted as a regular thing that happens. In fact, as long as you showed up fully intending to help out someone with a big problem they have, everyone will indeed listen to you and let you hang out. In fact, you could assume a form of mission control with this. As long as you fully intend to help people and aren't leading them astray.

The All-Fibber (400 CP, Discount Angel)
You're a little devil. Sowing discord among people to make them feel nobody likes them comes easily to you as breathing. Or maybe you could give them the confidence that people do, in fact, like them? But that's oh so boring! Duping people into listening to you is easy--whether to cause a little bit of mischief or simply to further your plans.

Where Did That Spat Toodle Off To? (400 CP, Discount Angel)
You can concentrate hard on a singular person and know where they are. Not what they're doing right now or why, just where they are. This will take a few seconds for you to concentrate to figure out where they are, and you'll only know the general area they're in. Not anything really specific. But the area will be big enough where you could find the person if you take the time to investigate in only a singular day. This power does not get weaker or stronger--it will always take you a day to find someone.

Matchmaker And Matchbreaker (600 CP, Discount Angel)
You? Are the absolute BEST matchmaker. Or matchbreaker. You could get two people who don't even know each other to fall so deeply for each other, or make a loving couple's time tested bond shatter in only a day or two. Your damage won't be irreparable, however, and your build bonds are prone to staining if the people you paired up are no longer compatible.

Companions

When We Work Together, It's Much Better! (100 CP Per Companion, Up To 300 CP)
All your companions get a free Origin, and 600 CP to spend. You can give individual companions more CP if you wish. If one of you is an owner or multiple owners, you may choose to have them own any Field Hamsters or Hamhams.

Brand New Friend (100 CP, Can be purchased multiple times)
You may take someone here along with you if you choose to go along. They could be a completely new friend, a buddy from the original series, or whoever you wish!

Items

Candy World Door (300 CP)
This strange door appears in your warehouse upon purchase. It's a chocolate bar-like door (Any attempts to eat it are impossible, the door is too hard to bite into or melt no matter what). But behind it is the door to the Candy World. A whole world made of candy, with all that entails. Yes. Everything is literally made out of sweets in it. It's delicious. In-jump, it will function as a portal to the Candy World, however after the jump, a small chunk of the Candy World will follow you from world to world. It can be accessed through the chocolate door. It's a small town sized chunk, but it's got all the necessary geographical features to access all the Candy World has to offer. Somehow.

Field Hamster

Distinct Accessory (100 CP, Free Field Hamster)
This could be a scarf or a hat. Or maybe even a sword you keep strapped to your back. Either way, it defines "you", and everyone knows it's you when you alone wear it. If another person

tries to disguise themselves as you with this, everyone will see through it. Wearing it will resist attempts to change who you are or forgetting yourself. Nobody will even consider it odd that you have this item on your person. Any item of yours can be imported into this.

Digging Shovel (200 CP, Discount Field Hamster)
This shovel scales in the size of the user, and it's super handy for digging stuff! Somehow, digging becomes much faster with it in your hands! You might even find rare treasures when digging with this...or just dig yourself a nice den out super quickly! Super fun for a hobby or making some shelter.

Snuggly Den (400 CP, Discount Field Hamster)
This den can be a warehouse extension or a place somewhere in the ground. This den has many pillows and blankets inside it, and it's always at a perfect temperature for you to sleep in. It's quiet and calm, and it's very difficult to find--after all, this is a calm little den. It would be awful if your peaceful life living here was destroyed, right? Just don't operate your base out of here. This is a quiet place.

Hamham

Infinite Sunflower Seeds (100 CP, Free Hamham)
INFINITE SUNFLOWER SEEDS! Somehow these sunflower seeds will be enough to subsist on in place of actual important things like nutrients or meat. But you might get sick of eating them all the time. After all, they're sunflower seeds.

Hamham Dictionary (200 CP, Discount Hamham)
This is a strange dictionary with hamham language, which is used more like slang than an actual language. But the words in this book are very useful. Anyone who you speak the words to will understand you, instantly. You can't convery complex explanations through these words, but you can convey basic ideas like "need help" or "scary man danger" or things like that. You will also be able to speak to other hamsters too.

Hamham Clubhouse (400 CP, Discount Hamham)
This is a fun club house! It's a warehouse extension, or a building that exists somewhere in the world. You can house four people here in this fun clubhouse with the upstairs communal bedroom. There's comfy carpeting everywhere. There's a circular table in the center that's big enough to seat twelve people. It also has four spare rooms to use as you see fit, and comes with a broken tv. It's got decorations and furnishings in whatever style you desire, but by default it looks like a plastic toyset.

Owner

Hamster Cage (100 CP, First Purchase Free Owner)

This is a small cage, and no creature bigger than a hamster can live in it, but somehow it'll always be big enough to take care of any small creature. Living conditions will be enough to keep the creature happy and healthy. If you put sunflower seeds in the cage, it can even subsidise on them even if they're a carnivore. Or have really out there diets.

Hamster Form (100 CP, Owner Only)
Everyone here got a hamster form except for you…? Aww, that's terrible! We can't leave you out of the fun. Now you have a hamster form of your very own, with your own personal touches and cute fluffiness! You can shift into it at any time you like.

Car (200 CP, Discount Owner)
This is a car! It can be in any model from the 1990s to the early 2000s. Can seat up to a bunch of tiny little hamhams in the back and eight other people than the driver. Never runs out of fuel, it's comfy and people can sleep in it. It would even seem that it has a touch of luck to it--it's difficult to get into a car accident while driving it. It would take someone intentionally trying to slam into you to cause one. Perfect for trips!

Sunflower Farm (400 CP, Discount Owner)
This gorgeous farm is surrounded by sunflowers or any one singular type of flower you desire. There's nothing but flowers for miles. It really is a sight. The farm itself can farm one kind of crop, and it is an old farm in whatever style you wish. By default it is japanese-style and surrounded by rice paddies. Of course, it could be something like a cow farm if you so wish. It feels homey and nice, and anyone could feel happy living here. Can be a warehouse extension if you desire, or somewhere in this world.

Angel

Tear Source (100 CP, Free Angel)
Using this will help you understand the source of someone's pain. It is a blue pendant you can crush in your hands to understand the source of the unhappiness someone is experiencing at that moment. Perfect for helping understand crying babies. Will replenish every day if used.

Love/Hate Meter (200 CP, First Purchase Discounted For Angel)
This plastic toy like handheld vial of about 500 millimeters (or about the size of a plastic water bottle, which is 16 oz.) fills up with a multicolored liquid. The liquid is concentrated love, and can be used for love shots! This love has a purifying effect on someone or at least makes their troubles melt away when they drink it. It can also temporarily reverse someone's clothing from an evil getup to a good getup, changing a devil costume to an angel costume, if sprinkled on them. However, it can also be weaponized, used to blow up machines and other explosive uses. One fills it by patching up broken friendships or relationships. You could collect the love off from already existing couples, but it just doesn't fill up quite as fast as helping people.

Of course, if you're the mean type, you can instead buy the hate meter, which is the same thing as the love meter but for hate instead of love! Still can be weaponized and can be used to reverse costumes, but they're "evil" versions of good costumes. It can be filled by breaking friendships, can agitate someone if they get it by the beam, and corrupt them.

Castle (400 CP, Discount Angel)
A big castle on the ground. Can be a warehouse extension. It comes with a lab filled with plans for robotics and a moat to preside in. Comes with a robotics lab for some reason, and even has some spare robotic prototypes hanging around. They're your standard faire boss robots, but they aren't very threatening. They're just prototypes, after all. They're going to need a ton of work to fix, as they're very, very unstable. They could literally explode if you aren't careful, but unless you turn them on, they won't be a danger. Comes with housing for a bunch of minions, but is currently empty. But it's big, right? Great fixer upper!

Drawbacks

MAXIMUM HAMHAM (+0)
Your powers? Gone! Your ability to shift out? Gone! Your warehouse? Gone! All you are is a hamham or a human.

However...should you stay here for ten years this way, you may take all the hamhams that are part of Hamtaro's big friend circle with you on your journey. They can share the same companion slot, and they are extremely lucky, and very, very good at teamwork. They will need some training, of course, but they can be a very good asset despite their cuteness and tiny bodies.
Or if that doesn't appeal to you...you can bring a whole army's worth of hamsters with you that also share the same companion slot. They're typically only as strong and frail as regular hamsters initially, however. You could fiddle with them all you like to make them stronger.

Abridged Series (+0)
Demonic chanting, the characters being rude, what is this? You're in the abridged series! If you happen to stumble into any dark powers, you can't keep them when you leave, sorry!

Hamingo (+100 CP)
You have an unbearable hambit of making hammibal hamham puns! This might get a groan from even your closest buddies as you make puns even in the most serious of moments. You'll never be rid of this quirk.

S-SWIMMING!?! (+100 CP)
You can't swim! You hate swimming! You can't swim during this jump. You'll drown. Washing yourself in a tub is fine, but don't go near the ocean! You'll possibly flail if you get into anymore than waist high water. This could be bad if you visit the beach!

Curious (+100 CP)
You're a curious type, aren't you? Always getting into trouble! You're so curious--you can't HELP investigating dangerous human things! Like festivals and spooky caves! Careful now, you might get into actual danger if you don't actively check yourself!

Easily Jealous (+100 CP)
You sure love attention, but unfortunately you get easily jealous over people you think are trying to take it away! You'll go to huge lengths to make sure you! Are the most loved! And no one else! And if you have loved ones, you just have to make sure they love you! Expect to be incredibly competitive all the time for attention.

Helpless Friend (+200 CP)
Your hamster/owner is always getting into trouble and you must band together with your buddies to help save them, constantly! You don't want them to suffer, right? If they die...it's game over for you! Make sure you help them out a lot! Fortunately, most people here would be more than happy to lend a paw to a friend in need.

France? Never Heard Of That! (+200 CP, Can't Be Taken By Owner)
Human's are weird, but you love them anyway. You won't recognize the significance of a high test score on a piece of paper, for example. But if your owner's excited, you'll be excited too! You won't understand a whole lot about human culture, and thus you'll find your ability to read humans and predict will be slightly skewed. This might result in hilarity as you try to figure out human things, like why they would willingly go in the water and kick their legs around.

Maybe She Had An Eyelash In Her Eye Or Something (+200 CP)
You're painfully oblivious to the subtle things in life. Like how your friend has a crush on you, among other issues. It'll irritate other people, and you might just be a little too trusting of others. Be careful, or bring a more worldly friend with you to snap you out of your oblivious haze before it lands you in hot water!

Just Plain Unlucky (+200 CP)
You really are unlucky! Nothing goes your way! Your day will almost always get ruined by a trick of fate! Like your TV getting broken or losing your stuff! Oh no! Just what will you do?

Little Hamsters, Big Adventures! (+200 CP)
You are hanging out with all the hamhams, and you must make sure they don't get hurt! Too bad that now everything seems a lot more lethal now. That's right, those cute little hamhams? They're in **DANGER** now! Somehow, situations are capable of escalating into doom without your interference! And if any of the hamhams…go away, it'll be the end of your journey! Can you protect your buddies from this chaos?

Spat Attack! (+300 CP)
Spat hates you. He'll go around speaking ill about you, and people will believe you. He'll actively work to ruin your relationships by disguising himself as he runs around spreading chaos with his huge lies! Like misdirecting people to hate each other or ruining your dates with his inventions! But maybe...if you befriend him and teach him how friendship is a good thing, he might come with you? Or maybe Harmony would be so relieved that you managed to help calm down Spat that she'll come with you. But only one of them may come. You'll have to buy the other one.

They Won't Suspect I'm A Guinea Pig! (+300 CP, Can't be taken by Owner)
You're not a hamham, but a guinea pig. You must not ever be found out, else it will end your chain. You must frantically work to hide this. You are bigger than most hamhams and a lot clumsier. You may replace this guinea pig altform with a hamster altform if you wish when you leave, or you can get a regular hamster altform after this jump.

Return
Stay
Continue

Notes

The Most Lovedove
Yes, the misspelling is intentional. "Lovedove" is part of the hamham language and it means "cherished"

Candy World Door
Don't ask me how the Candy World climate works. It's a world made of candy. Logic isn't a huge thing it follows.

Love/Hate Meter
"Evil" versions of character outfits aren't sexier. Neither does liquid hate spiritually corrupt people. This is a children's show.

Ver .05
Published to IRC/Thread for approval. Heavy wip.
Ver .06
Elaborated on some things, added Candy World Door
Ver 1.0
Added introduction

Jump By NikaMoth

Credit to: SleuthAnon's grammatical edits, the IRC for showing support, and the thread for catching various mistakes about it.