

Tigtone Jump 1.1

This is a world of adventure, fantastical horrors, and Quests. At the center of it all is Tigtone (the handsome screaming man above), the bizarrely capable warrior who is an idiot narcissist and Quest-obsessed murderhobo. With Tigtone is his ever-so-helpful companion, Helpy (the purple creature), a bizarre purple man with some fur and elf-like ears who can quickly regenerate from any injury, which Tigtone makes use of every Quest.

If you haven't already, and have a chance, Tigtone is great; it's on Adult Swim with a Pilot free on YouTube. Otherwise, tons of spoilers; many things here are directly from episodes, being central parts to jokes, which may land flat with the foreknowledge you find here.

Take +1000 CP for your travels.

Freely choose location, gender, and species you appear as; there is no end to the horrific monstrosities wandering this world, and you can be anything from a boring human to something stranger; however, you don't get any innate abilities or traits from this form without appropriate Perks.

Perks: There are no Origins; take a Stipend of 500 CP to be spent on Perks.

Tigtone Signature Animation Free
If, for some reason, you'd like to have this, it's here: take the world of Tigtone's art style with you to future worlds, toggleable, and its level of cosmetic change is variable; if you just want those horrific face animations, that's possible.

Adventurous Body 100 to keep/Free for this jump
What kind of Adventurer would you be without the abs to grate an entire cheese wheel, the dashing chin to rival Tigtone, and the physical condition to slay your numerous enemies? Not a good one, so take this: you can modify your appearance as you like, but you'll still be very healthy. Free for this Jump: 100 CP to keep.

Fighter 100
You are talented with one combat style specifically, and skilled in most medieval weapons.

Career Skills 100
Pick a job, or jobs; you've got 10 years of spread-out experience in them, and are pretty good at your chosen profession.

Change Race 100
Pick any humanoid race that could feasibly be from DnD or a fantasy world, or aliens, whatever floats your boat. This form can be up to peak normal human or less with some extra bonuses, such as wings, darkvision, tremorsense, biological weapons, or something similar.

I Accept This Quest 100

Some people in need will ask you for a Quest: retrieving items, slaying monsters or bad guys, saving the world, getting soup made for them, etc. Once completed, you can return to the issuer, claim a reward fitting to the Quest, and go on the next. You can take multiple Quests at once. You can do these Quests… Creatively, feed a village by roasting a child, solve the Wine famine by making the wine pirates need something other than wine for sustenance, etc., and you'll still be paid and thanked for your help.

Remember Jumper! 100
You have a game-like tutorial guide in your mind that occasionally gives you advice; some of it is worse than the rest, but sometimes they provide a genuinely good hint.

Sound Effects 100
Sometimes you just want to gamify the world; you can change the sound effects of associated motions or actions. Want to smash a crate and get the same exact sound every time? Want to have minions use the Wilhelm scream when they die? Or have picking up coins have a fun jingle? Well, now you can.

Bird Impersonator 100
Now, with just a cape firmly in your hands, you can make a perfectly serviceable wingsuit; similarly, using an umbrella, or some other fabric sheet, you can greatly slow your fall as if using a parachute.

Existential Terror 100
When a fear demon lets you live, know it's because you were terrified every day of your life; it's just that you've put the screams in a little box, hidden in the darkest place in your soul. Granting immunity to abnormal fear conditions and external mental manipulations, you can handle trauma like a champ; even if you get cut in half hundreds of times, you won't even seem to have PTSD.

Barbed Bard 100
You're a singer, dancer, and an insult comic all in one. You can do all three at the same time with ease, insulting someone in a song you made up off the top of your head, dancing like a fool, and to top it off, you can always get a few laughs out of your audience.

Control Animal 100
You can permanently control a singular non-sapient beast or monster; it can follow basic commands and seems to genuinely like you, similar to a pet. Unfortunately, it has a 5-year cooldown before you can activate it again, so use it wisely.

Dizzy Princess 100
Pick a normally non-threatening critter group, songbirds, small fish, cute woodland critters, or something of the like, you can now control them in a limited fashion; basically, you can just ask them to protect you, attack someone else, or spy for you.

Lordling 100
You know the basics of command, and despite your abrasive personality and stupid orders, your fodder minions are more likely to just follow your lead; it's not like you'd mislead them, right? Your lieutenants and other higher-ups may be more critical of your ability, but that's why you send them off to the front before their comments hurt your ego.

Command-Or Senses 100
You have the excellent senses of a condor, see great distances with ease, hear a mouse fart, smell a mouse fart, even taste a mouse fart, and even staring at the sun or other blindingly bright objects won't ruin your vision, loud noises won't ruin your hearing, and so on.

Nuzzling for Magic 100
You can absorb mana by nuzzling a magically potent item, corpse, or something along those lines; it's not fast, and mileage varies by the magical potency.

We're All Freaks Here 100
Now, you might face ridicule or abuse in other settings for your appearance, evil abilities, or how you act; not here, and you can bring this unusual social politeness to other worlds. Others will not treat you any worse than they would anyone else solely for what you look like, how you act, or the evil abilities you wield; this does not prevent them from getting pissed if you do destroy their house or eat their friends.

Reference? 100
Did you just see a villain from a cheesy 80's horror movie? Not exactly, but they are nearly indistinguishable from the real thing. Once in a while you'll just stumble across references like characters, items, names, lines, easter eggs, you get it. You can adjust the frequency and quality of the fit, so you don't have space vampire chicks in your fantasy RPG.

Phantom Projection 100
You have the ability to project an insubstantial copy of yourself, whether it's a head or your whole body; it has no ability to affect the world beyond speech; however, you can use its senses as normal.

Inventory 200
Your very own interdimensional storage; it can store anything as long as it is dead or inanimate. You can store anything you can reasonably store on your person, and retrieve things by reaching into a pocket, or some other shrouded space. You've got 100 ft^3 of storage space, about the size of one and a half 6 1/2ft truck beds, level to the top.

Contagious Form 200
With a bite, you can curse someone with one of your Alt-forms, whether you make them a vampire, werewolf, saiyan, or something more unique. The individual gains the basic abilities of their new form, and with the proper training they may grow into what more impressive specimens of their form can do.

Mask of the Other Guy 200
At will, you can get a lifelike costume of another individual or yourself. And you also possess a talent for getting people to wear your own costume and attempt to act like you. Multiple costumes can be put on at once.

Ogrepowered 200
You're inhumanly strong; pasting a normal person and shattering the wall behind them are well within your capabilities. You are also durable enough to use this strength without ruining your body.

Pretty Blooded 200
Have you ever wanted to spread beauty and glitter to the masses? Well, now you can. Your blood is transformative; everything from people, animals, and plants to even things can be turned beautiful with a bit of your blood, the more, the better. As the one with this blood in you, you are also quite beautiful. As a side effect, your blood is bubblegum pink, and it absorbs into things without staining.

Weak Points 200
Now, your enemies, especially the large or highly durable ones, come with conspicuous weak points; they might glow red, be protected by a childish minigame, or be incredibly obvious, but either way, you have a way to damage, and maybe even kill your enemies, even if you are far weaker.

Loooot! 200
To the pot smasher the spoils. Similar to some games where you can smash things like pots and crates to get a bit of loot, coins, items, sometimes real gear, it's not usually anything great, but once in a while you might find something useful. You are also protected from being arrested for property destruction relating to this Perk.

Against Nature 200
You can get someone to defy their nature; it works best if there is a reason for them to do it, but you could get a murderhobo to ignore their murderous impulse long enough to escape a demonic punishment; if that doesn't work, you can instead just use the threat of violence for a shorter-term effect. No, it's not mind control, just imagine you're a pretty good therapist at exactly this one thing.

New Boss 200
When you kill and take over the kingdom with armies of darkness that murder and pillage their own populace for fun, you'd think you'd have a rebellion, but no; your citizens will just consider it a transitional period. So of course there are some difficulties; if it goes on for years, it may become a problem, depending on how weak and compliant the citizens are in comparison to your army, and you can't predict wildcards that show up to rock your shit; however, citizens might not revolt themselves, but they could outsource to heroes and mercenaries.

Necromancer 300
You have a few spells related to necromancy, such as grabbing the souls of unresisting beings and resurrecting skeletons to do your bidding; while they cannot speak, they can make noise with their ribs to mimic laughter, and putting souls into suitable hosts, such as golems, androids, or a soulless husk.

Sonic Fear Demon 300
You are able to move at the speed of sound without actually causing speed-related issues with your passing, standing about 9 feet tall, with blades of bone coming from your body, especially long claws, and a bat-like head. You move at such a speed that you are functionally invisible to the naked eye, even when simply standing. You can also fully sustain yourself on the fear of others.

Giant Monster 300
You now have two bodies: one is your normal humanoid form, and the other is a giant monster; the two forms benefit from all your perks, and it is not any harder to control both bodies simultaneously. Pick an animal such as a snake or wolf, increase its size and strength to the point it can eat an adult man in one bite and stand as tall as a 2-story building. If either of these bodies dies, you will still be able to survive via the other body.

Elemental 300
You control, and can turn into, a specific “Element”, which could be anything from Fire or Earth to the more esoteric, like Pain, Metal, etc. You have great control over your element and can create a sort of elemental suit out of it as well; with Metal, you can be a juggernaut of steel, or Blood for a semi-solid muscle suit of blood, and there are plenty of other creative uses.

Regeneration 400
You magically regenerate from any injury, generally regrowing from the brain. There is no threat of memory loss or permanent curse, damage, or genetic issue either; just cut off the afflicted parts and regenerate back to your ideal condition each time. That said, you aren’t inherently resistant to pain or trauma.

Insane Troll Logic 400
You are the slightest bit insane; reality bends slightly to accommodate you, mostly in darkly comedic ways. Perhaps you want to get across a river; there is the normal way, and there is the insane way: you could build a bridge of the bones and tendons of your enemies, and somehow it will work, for a time at least; if you jump a little before a long fall, you’ll land as if only having jumped; if you stick bird wings into Wolverine, he may develop usable flight, etc.

Magic! 400
You’ve got magic, specifically from the world of Tigtone, so if a weak Dnd wizard could do it, you probably could too: throw fireballs, freezer beams, talk to the dead, fly, and so much more yet to

be found. You're also pretty good at learning new magic. Spellpower is determined by mana put into the spell.

Lunar Alignment 400
Once per year you may cause celestial objects to align in such a way that they cause a power source to be nullified for the day. This could be anything, from magic to Ki, to quirks or something else; during this time, all supernatural abilities stemming from this source are effectively gone; this includes your own of the same source.

Items:

Adventuring Clothes Free
An iconic-looking set of clothes that mend and clean when unobserved; they are practical for travel, fighting, and the look can be changed each jump.

Sword 100
A perfectly serviceable sword; it won't break, dull, get lost for more than a few hours, is razor-sharp, and is well-balanced. Upgrades:

Bard Sword 100 - Your sword is now alive and capable of singing; whether it's any good is up for debate; maybe teach it some good music.

Sword that Cuts Nothing 300 - Your sword possesses an altform, where it is so dull, smashed to bits, and broken that it can't cut; in fact, it can cut Nothing- in other words, you can use it to cut portals to other local dimensions.

Enchanted Sword 300 - Hax, this sword is pure hax; optionally comes in gold, it finely dices the target tapped with this weapon into little meat cubes. Very few things will survive a hit from this.

Mount 100/Free
Your very own steed, perhaps it's a normal horse, in which case it's Free. Or, for 100, perhaps it's something cool, like a pegasus or a flying treant. It's calm and well-behaved, doesn't need upkeep, regardless of your pick, it's comfortable to ride, and fast.

Loot Grappler 100
Your very own grappling gun; for some reason, it only seems to pick up loot. The chain ignores gravity as it extends towards the target, and retracts; it can grab most loot as long as it's below the size of a person.

Compass of Macguffinry 100
This compass can find certain useful items, useful for a current Quest; each Macguffin is useful for one Quest. Then it will inevitably be lost, consumed, broken, or otherwise rendered un-macguffified. Compass finds a new Macguffin to search for once per Quest.

Medium Healing Potion 100

You get a single large potion of blue liquid that can heal most injuries, short of organ removal and amputation. Potion refilled daily.

Barrel of Wine 100
A small barrel that seems to be infinite. It could be another type of mundane alcohol, chosen at the start of each jump.

Potion of Temporary Death 100
Temporarily eject your soul from the body; the body will stay alive during this time. The soul can either go towards a specified afterlife or remain in the mortal world, subject to the local jump's afterlife and methods for ghostly workings. So if you're in Ghostbusters, you're likely as vulnerable as a normal ghost. The soul returns up to an hour after consumption, depending on how much of the potion is consumed. Potion refilled daily.

Necrolance 100
This steel spike is about 3 feet long and pointy on one end, perfect for poking through skulls. Just pierce a head onto the lance, and the head will be brought back to life as it is, and the effect ends if the head is removed. Great for torturing your enemies, interrogating them, and getting lifelike monster heads to snap at visitors. The lance is self-cleaning so you won't get blood and brain goo stains, and it preserves the head indefinitely. You get a bundle of 5 of them.

Universal Transformation Potion 200
A neon yellow potion that can turn you into anything you want: a shelf, a chair, a living sword, a child version of yourself; the options are limitless. The amount consumed determines the vastness of the change. Potion refilled monthly.

Boots of Haste 200
Enchanted boots of both Haste and Flight; they go pretty fast, no leg motion needed.

Snake Harp 200
Use it to summon all varieties of snakes; they are highly aggressive toward your enemies, and due to their vast amount of venom, they are probably pretty dangerous. They are also oddly large for their species. The snakes disappear when the fight is over, and number in the thousands.

Gnome Piccolo 200
Use it to summon a small army of gnomes, the garden gnome looking kind, except they Hate snakes; they are mostly just peasants, so don't expect much beyond a tide of short angry men. The gnomes disappear when the fight is over, and number in the thousands.

Golem Army 200
A small army of golems, currently ensouled with chicken souls, which isn't great, but if you swap them out, you can get some effective troops. Made of stone, they are pretty much unstoppable

unless they were to run off a cliff or something. You get 500 of them, and if any should be destroyed, you'll get new ones in a few days.

Sky Pirate Ship 200
Your very own pirate ship that can fly, looks like a normal ship, about frigate-sized, with a full crew of followers, who are all very decent at sky piracy. Notably, there is some grappling equipment with nets that can allow you to pirate even a few hundred feet of land, pulling up a semi-circular cutout from the ground. Optionally, the crew can be made up of a certain humanoid alt-form you already possess, such as aliens, vampires, werewolves, etc.

Reverse Dagger 300
This dagger can stab the dead to life, whole again, provided there are no missing limbs, and the living to death. Usable once per target, after which it functions as a normal dagger.

Mobile Castle 300
Your own chicken-legged castle that you can control to your will, move all the furniture around, change the layout, add a theme it will stick to, and have it move on stilt-like limbs. Additionally, if your body is placed in the structure, you will not count as dead when the jump ends, and you will be able to control the castle as normal, effectively being a one-up.

Perfect Island 300
A nice tropical island, complete with a decorative active volcano that can incinerate abominations, trash, and such, eco-friendly too. Enough fruit trees to sustain you and your friends indefinitely, fishable waters at the shore, white sand beaches, several miles wide at all points so there's plenty of space for buildings, and it retains modifications in future jumps. Can be placed in the Warehouse or in the world as a natural place, being a privately owned island, without visitors unless you allow it.

Jumper Kingdom 400
Your very own small country to rule; the government and population can be anything you like, but citizens can either be one or multiple of your Alt-form species. It will shift to be setting-appropriate, and of comparable size, military and economic power as when you last left it, or you could keep the country as is; regardless, you keep what you conquer.

Drawbacks: You may take any number of Drawbacks.

Thirsty +100
You, Jumper, are a Wino; you Need wine. For you, wine is the only thing that can slake your thirst and suppress the withdrawal.
Instead, for a total of 200, you suffer from some negatives of vampirism, specifically, weakness to wood stakes, thirst only quenched by blood, and a minor allergy to sunlight and garlic.

Ugly +100

You are… supremely ugly, horrific really: warts, pimples, British teeth, general mutated look, it's as if you crawled out of a sewer, luckily for you there are some possible ways to cure this, for a time at least, inevitably you'll end up looking just as horrific or worse.

Illiterate +100
Try as you might, you're terrible at reading and writing; you might be able to figure it out with some time puzzling the sounds out loud, both normal and magical scripts. This is actually semi-important when there are spells that go horribly wrong if mispronounced.

Butterfingers +100
You have trouble holding things; that's it. Good luck fighting when you can't hold your weapon or saving people if you drop the fragile Macguffin.

Tiny +100
You're very small, and appropriately fragile; even someone stepping on you could kill or cripple you.

Princess Jumper +100
At some point you will encounter the Princess Castle, and you'll be lightly brainwashed into an obedient princess for the skele-king that owns the castle and is really upset about the loss of his daughter. If you either escape quickly enough or play along, you'll likely avoid any brainwashing, as the king only really does it for disobedient princesses. All brainwashing is reversed at jump end, and a sufficient Power of Friendship speech could break it before then.

Fertile Jumper +100
…You are perhaps the horniest creature in existence, and you are incredibly fertile, even across species barriers. Expect to find many, many, many Jumper-Whatever abominations coming to you, hoping for your death. You see, the children got bullied a lot and hate their creator; that's you.
At the End of the jump, you may convert this into a Perk to take with you on your journey; it comes with a toggleable control for fertility.

Divergent Clan +100
So you're a part of some feuding group that is split into two groups; they have been at war for a while, and it's up to you to end the war and figure out a solution- or don't, and get pulled into this struggle constantly. No matter how rare it should be for such events to find you, they somehow do.

Un-Helpful Advisor +100
You've got this little gnome guy in your head that occasionally gives RPG-like hints and advice, but he's really, really bad at his job; sometimes he's accurate, but other times not. You'll probably fall for more of these than you care to admit; luckily it's mostly just annoyances that don't result in life-threatening injuries. Mostly. And don't insult the voice in your head, because then he'll purposefully give terrible advice.

Assassin +200
You've got an assassin after you, Jumper; granted, they aren't very competent, but the sheer tenacity is something else. They may join forces with or attempt to puppet others into doing the deed; if you happen to kill your assassin, then another will take their place, a bit stronger/competent than the previous.

Murderhobo +200
You have a boiling disposition; you have a deep urge to slay things. You can pick a theme, either Good or Evil, and either being a Hero by threat of the implication, or the BBEG; maybe Tigtone will even get a Quest to fight you?

Wizard Hunt! +100
You seem to be a Wizard in every way that matters to the ignorant peasants and Tigtone, and you temporarily lose access to your magical abilities for the duration of a yearly wizard hunt, denoted by 3 of the 6 moons entering an eclipse state. If you decide to kill any of the people hunting you, you will be deemed a criminal even beyond the Hunt.
Instead, for a total of 200, the hunts are every month
Instead, for a total of 400, the hunts are every week, and your magical abilities are permanently locked for the duration of the jump.

Hellish Maze +200
You will at some point find yourself a prisoner of a maze owned and operated by a demon, he's actually rather nice, in a murder has consequences way, you see his maze is vast, and full of demons, many of them are just asking to be killed, figuratively anyway, the issue is escaping the maze without killing a single thing in it, kill one and you are sent back to the start, to do it all over again, and at the end the demon overseer will just let you kill him, it's definitely not a trap to send you all the way back to the start.

Journal Thief +200
At some point you'll come across Tigtone's journal, the one that depicts his great adventures, unaided, except for some very minor issues where Helpy helped out. Anyway, Tigtone wants the Journal back, and he will resort to violence. That said, you won't get the CP for this if you don't have the Journal in your possession- it cannot be put into an inventory or warehouse equivalent.

Half Jumper +200
Instead of a full power lockout, you are instead a Half Jumper; basically, anything superhuman or supernatural is greatly weakened. Don't expect to fight a wizard one-on-one; you're basically just casting cantrips.

Archenemy +400
Your biggest threat in this world; this being wants you humiliated, frustrated, and potentially killed. They have inverted versions of your Perks and Powers, with a fantasy theme; if you're

Good, they are absurdly Evil, or vice versa. Both of you are reduced in power to at most equal Tigtone, so don't expect to delete continents with a clash.

END

Will you stay here?

Continue your adventure?

Return to your homeworld with all that you've earned?

Notes:

Fanwank responsibly; this place is a weird mix of tropes, references, and innumerable jokes. The perks and items should all be simple enough to understand, but if you question it, just go with whatever you think should be right.

Thanks for contributions to editing: BlackScorp98 for many grammatical fixes.

0.2 to 1.0 11/16/26 - mostly just added a ton of Perks, added a few new Items, added a few drawbacks
1.1 11/18/26 - Lots of grammatical fixes, nothing else new.