

Bugsnax Jumpchain v1.0(sorry for the delay edition)

Welcome to Snaktooth Island Jumper, where you will be starting your Jump a few days before the Journalist arrives and discover the truth of this place, along with assisting its diverse villagers in their own, individual quests.

To assist you on your quest to unveil the mysteries of the Island, please take +1000 Choice Points(CP) for your journey.

Origins:

You may choose one of the three Origins to start your Island Adventure

Drop-Ins gain a Discount on Durability and Terraen Traversal

Journalists gain a Discount on Detective Sense and Secret Finder

Villagers gain a Discount on Specialisation and Leadership

Location:

Roll a d10 to choose where you would be heading to.

- 1.Flavour Falls
- 2.Garden Grove
- 3.Simmering Springs
- 4.Boiling Bay
- 5.Scorched Gorge
- 6.Sizzilin Sands
- 7.Sugarpine Woods
- 8.Frosted Peak
- 9.Snaxburg
- 10.Free Choice

Perks:

1 Discounts for each tier in addition to your origin discounts.

Free:

Grampus form, you gain a Grampus form of your make as an alt-form. The benefits of this form is higher endurance and durability, allowing you to survive an impact that should have cracked your skull as a mild concussion instead. You also have a...strange metabolic system, allowing you to digest highly caloric foods without ill effects.

Talking about Bugsnax, with this Perk, you gain a toggle, allowing you to keep the aesthetics and/or level of edibility & flavor of this place with you along your journeys. If, for example, you wish to keep the cartoon look and the deliciousness of the Bugsnax and apply that to future wildlife, you may do so with this.

100 CP tier:

Detective Sense, you have an innate and intuitive sense for where, whom and what the next piece of the puzzle is. That is to say, when you're pursuing a goal, you will have an innate and intuitive sense of what to do and where to do it. If you're asking a person, you would gain a sense of which question to ask to reveal more details relevant to your goal.

Durability, you have an incredible vitality, allowing you to withstand twice as much damage as before, as your very body seems to resist them. If you're a Grampus, you might indeed be able to leap off a small mountain and suffer nothing beyond a stumble for a few seconds if you prepare yourself for it to land on your feet. Of course, if you're being thrown off the mountain without any warning you might end up with a concussion...but nothing worse than that.

Specialisation, choose one archetype, like the Farmer, the Archaeologist or the Gossiper and gain the skills and knowledge to become that archetype.

Double Speak, you gain the ability to speak a wider range of tones, allowing you to layer two speeches into one. Can also be used to speak emojis.

This allows you to redact your own statements without losing your flow and perhaps other things like telling your allies what to do without informing your enemies.

200 CP:

Secret Finder: When pursuing a mystery, you will always have an opportunity to find the truth, or truths, behind it. Although it will not give you the ability to know what those opportunities are, or the ability to act on them, you will always be assured that there will be no dead ends for you. And that you will be able to prevent any terrible plots that the mysteries may hide.

This applies even if you don't know if you're pursuing a mystery.

Leadership: You have the skills and charisma to become a true leader of the community, giving you the skills to keep a diverse set of characters together despite their differences.

All you now need is the Confidence to not fold under pressure and you can lead them to do as you say even in natural disasters.

Terrain Traversal: You can easily traverse any sort of terrain as if it was a plain, ignoring their perils, which has the nice bonus effect of protecting you from environmental hazards like the heat from being near a volcano.

However, it will not protect you from the actual lava flows or gusts of air so cold as to freeze you solid. So take care.

Needless: You do not necessarily need to eat, drink, sleep or even breathe in order to survive. This perk allows you to go without whatever is necessary for survival, allowing you to survive for however long needed on an island when you're allergic to the native flora and fauna for example.

400 CP:

Talk it Out: You have the ability to emphasise with people and their struggles, and also, just as important, the ability to allow them to see where their problems truly lie so as to give them the chance to solve it, without most of the trouble that would otherwise characterise such a process. In essence, this perk makes you a great therapist.

Puzzle Solver: When confronted with an immediate problem, such as "catching a Bugsnax" or "fighting for your life", you gain the ability to know, on a deep level how to solve the problem. Whether it is by intuitively knowing what exactly needs to be done to catch the Bugsnax or which movements need to be done to win, you will have the ability to do so.

600 CP:

Willpower: you have a truly boundless and infinite Willpower, yet remaining flexible and open to new experiences. This is not just a determination to keep doing something until the task is done, but the ability to keep your sense of self intact despite any horrors that may be thrown at you. In fact, this willpower is so strong that even if the Borg tries to assimilate you, you will instead assimilate them into you and this applies to anything that might try to control you, turning their own methods against them.

Repurpose: With a few minutes of effort, you can repurpose anything that you might be in possession of to fulfill another function. Through a comprehensive knowledge of mechanics and

some creativity, you gain the ability to turn, let's say, a Trap into a Blender, or a simple tripwire into a Gun that fires wires edged with blades. And as you are paying a premium here...this ability will allow you to bend the laws of the universe and let you turn even a Teddy Bear into either a deadly weapon of Doom or a Stuffed Toy so wondrously cuddly, it actively reduces the stress of those who hug it.

Items:

100 CP:

Collection of Traps: Oh, you wish to keep the traps and devices you have been given here by the locals? Well, with this option, you may do so, and the Traps and Devices given by the various villagers here will gain a special property: if any of them are destroyed or damaged, you can summon them back into your hands and they will be good as new.

Collection of Sauces: Well, this is a somewhat stranger option. During your adventure here, you will find plants that flower into capsules of sauces. No, don't ask me how it works but by purchasing this, you will find a packet of seeds for each type of sauce plant that you encounter here. New packets will be given at the start of each new Jump or every 10 years, but that shouldn't matter when you can grow, harvest and plant new ones like any other kind of plant.

Snaxscope: Your handy Snaxscope that has served you well over the course of this island adventure will come with you into future Jumps as well, where it will continue its purpose to tell you the rough likes and dislikes of sentient beings and the patterns of movement for animals and creatures you wish to hunt.

200 CP:

Journalist's Wristwatch: Now, this prismatic Wristwatch can tell the time, but it's main ability is that it can synchronise with any other device you might have and produce a small glowing button, which when pressed, will send a signal to it through mysterious and unblockable means to activate the device. Useful for activating traps.

Mayoral Sash: This cyan sash marks you as the Mayor of Snaxburg! Or wait, it's kinda smudged here...Well, whatever you are the Mayor of, this Sash grants you the status of Mayor or an equivalent political role in future Jumps. Just have the capability to back it up or else people might just disregard it.

Gossip Notebook: This light purple notebook holds Information, Jumper, what kind of Information? Well any and all information that can be gathered through rumours and gossip. While there is a bunch of false baloney in there, for those who can pick out the truth from the

lies, it becomes a book that contains possibly every hidden conspiracy and slanderous information there is in the world. Use it wisely.

Farmer's Hat: This brown hat with a dark blue band around it seems to have taken a bit of the original owner's skills in farming, for while you're wearing it, you gain an incredible sense of whether a particular organic thing you look at is farmable or not and how to best grow it. It would allow you to farm almost anything...as long as it's actually possible of course.

Rancher's Beanie: This pink beanie right here is extremely cute and makes for a particularly distinctive look. But it's true power is that it extrudes an Aura of calm and peace for animals around you, allowing you to better tame them into your herd and potentially make them your friends. Of course, this would not work on animals that are untamable or lack the cognitive ability to care.

Star's Banjo: This particularly-shaped orange Banjo is what brought a Singer to stardom, though once there, she floundered in the void. It will grant the same to you, turning into a piece of equipment once per Jump, or every ten years, that will help you innovate a random entirely new field of Arts or Science, whether that be creating a new genre of music or becoming the founding parent of a new branch of science. But only just the once.

Archaeologist's Vest: This Vest with dark green padding allows you to better relate to those who have died before you. It allows you to catch a glimpse of how ancient civilisations lived and died. That is, this vest, when worn, grants you the ability to better piece together the complete picture from fragmented clues and hints. While it certainly is good for Archaeology, there are perhaps other purposes you could use this ability for.

Salesman's Tie: This Tie makes you a trustworthy person, trust me. Well, no, not really, but it really should as this red tie grants the ability to see a situation as it really is, which would allow you to formulate a solution better. It grants you the ability to perhaps see a more objective truth of any given scenario, assuming of course, you have the complete picture.

Builder's Cap: This Purple Cap with green highlights grants you a ton of strength, enough that you could possibly lift up an entire house, though this does not grant the kind of strength which allows you to do so without the entire thing falling into ruin.

Mechanist's Glasses: These glasses with yellow frames allow one to see. Well, that is what every pair of lenses aspires to do but these pairs are different as it allows one to see in whatever kind of view that they wish, even perhaps metaphorically to see the links of a conspiracy, but decoding that kind of sight would likely require a lot of paper and red string...

Scientist's Invention: These sheets of paper, inside a dark purple container contains the finest creation of a Scientist; the ability to communicate clearly. These sheets of paper, which whenever one is taken, another is produced at the bottom, has a curious ability to turn whatever is written onto them and turn it into a simpler form for others to understand. A complicated

theorem written, can thus be revealed on the reverse side to be proof of gravity, or such other things.

Spiritualist's Garland: Though the stems of the flowers making up this garland have turned brown with age, the flowers are still as vibrant as ever, preserved, eternally. Wearing this allows one to gain a touch of enlightenment, or perhaps a pinch of Wisdom that lingers with the wearer even after the garland has been taken off. Perhaps it would allow the wearer to learn something about themselves.

Doctor's Kit: This first aid kit will always have the necessary tools and vials for one to treat any kind of injury, or at least stabilise someone before being sent to the Hospital. Though the egg white exterior may bely otherwise, it's also indestructible and thus is perfectly suited to any kind of environment.

Explorer's Utility Belt: This grey utility belt will always have something that can help out in a situation tucked away in one of its many compartments. Although the amount of help the item provided might be miniscule, sometimes all that is needed is for a chance of success and, things will turn out alright, in the end.

400 CP:

Trip Shot: Although a Trip Shot is already in the Collection of Traps, this is a special variant. See, the Trip Shot is widely regarded as the best Trap for catching Bugsnax due to its movement disrupting properties being that strong. This special variant, thus, is able to trip even the Gods themselves, stunning them for a few seconds.

Snaktivator: Normally the Snaktivator is only able to guide and transform Snax particles. But by purchasing this option you may grant the Snaktivator you receive in your journey the same properties of any CP-backed item and the ability to use its transformative powers over any kind of mutation. Thus allowing you to swap out a mutation for another kind you've already experienced.

Snaktooth Island: Wow, you're taking the entire Island of Snaktooth, even after...well, it's your choice after all. Though, let's give some stipulations on this purchase. You will only get it after the Jump is completed and no, none of the expeditional members will be included. What you do get is that the Island will obey your commands, preventing ah, what would normally happen. You do get all the Bugsnax on it and perhaps, with the right commands and modifications, the unfortunate effects will no longer take effect. To this end, the Island remembers and keeps all changes between Jumps as well.

Companions:

A Familiar Face(100 CP): If you would like, you may Import or Create a Companion with their

choice of Origin, Perks and Items with a modest 200 CP to start off.

An Expedition(200 CP) You may also import up to 8 Companions at once with the same 200 CP Stipend each with this option as well.

A New Friend(100 CP): Oh, and of course, you may bring any new friends you make here along with you by buying a slot with this option, they get Grampus Form and Specialisation alongside the 200 CP Stipend.

An Offering to the Box!(variable): Of course, you may pay 200 CP in order to grant 100 CP to all of your Companions, whether old or new.

Drawbacks:

Take as many drawbacks as you dare Jumper, just be careful.

Jumper's Lament(+0 CP): If you choose this option, you may choose to leave this Jump as soon as you wish after discovering the truth of the Island however it may be and leaving it.

Allergic(+100 CP) It seems that you are unable to eat the Bugsnax that make up most of the food source on the island, owing to the consumption of them causing you to vomit and other unpleasant effects.

Cravings(+100 CP, can be taken up to 3 times). You seem to have developed a taste for Bugsnax, Jumper...perhaps too much. For the first tier, you have a fondness for eating those delectable beings, for two, you would start asking strangers you've barely met to help you get some in order to eat, as well as share. And if you take it for the third time, it might be more accurately described as an addiction...

Experimental(+200 CP) If you take this, you will become filled with grand Ideas Jumper, terrible secrets that will fill your every waking moment with new approaches for Science! However, this does make interacting with other people more difficult and perhaps your respect for such petty things as "ethics" and "health" would ebb in the wake of such ideas.

Oblivious(+200 CP) Perhaps you're in love with those cutesy exterior, or maybe you just love the scintillating bursts of flavour you get from eating them. Whatever is the case, you would overlook anything that might suggest that those loveable Bugsnax are anything but the blessings of Mother Nature or similar.

Depressed(+200 CP) What's the point of all of this, Jumper? Aren't we here to be forgotten? With this Drawback, your thoughts become more cynical and depressive, leaning towards seeing the worst in every situation.

Complexity Increase(+400 CP) Now, normally most of the Bugsnax that you'll find here are somewhat easy to catch with your given tools, after all, this is meant to be solved by children.

But with this Drawback, the complexity of how to catch the Bugsnax have drastically increased, giving even accomplished puzzle solvers a headache for the hardest ones.

Missing Links(+400 CP) If you wish to quickly solve the mystery of the Island, all you would normally need to do is to get everyone back into Snaxburg, and interview them, where they will give you a piece of the puzzle afterwards. But with this Drawback, the various residents here will become somewhat more reluctant to do so, only giving up their piece of the puzzle after their “sidequests” have been done, to resolve the void that they feel in their hearts.

Hatred of the Bugsnax(+600 CP) Are you sure Jumper? Very well, with this Drawback, the Bugsnax on the Island hate you. Or are afraid of you. Either way, catching them is more difficult and even the island itself seems to bend to make your life more difficult as roads collapse and the Bugsnax seem to swarm around you, waiting for a moment of weakness to strike...

Final Choice:

Stay: There are certainly worse places to choose to live out the rest of your days than here, very well, you may keep everything you’ve gained so far and build a new life here. With all loose ends from your previous one tied up neatly.

Go Home: Perhaps what you’ve seen here at the heart of the island has terrified you. Or you’ve somehow died here. Well, at least you get to keep everything you’ve gained up to this point when you get home.

Continue: And finally, you may choose to continue on your adventure Jumper, with a new experience to add into your journal.