“You Are A Pirate!”
Jumpchain by Cthulhu Fartagn

The Story Thus Far

You are a pirate. That's really all there is to it, this isn't a very complicated place. I mean, this was originally a battle between Robbie Rotten - Erm, Rottenbeard - and Sportacus, but things kind took a left turn at Albuquerque.

With that lack of information in mind, go ahead and take +1000 cp to do piratey things with for the next ten years.

Origins

Captain
You aren't just any pirate, you're the kind of charismatic asshole that ends up in charge of a crew of pirates! I'd ask you to use this power for good, but you're a pirate.

Precious
Some people think it's bad luck to have a woman on board, or that they aren't cut out for this kind of life. Those people have clearly never met you.

Ninja
Gonna be honest, I'm not sure what drives a ninja to become a pirate, but I'm sure it makes about as much sense as the rest of this place.

Perks

Captain

100 cp - Being A Pirate Is Alright To Be

You have a certain level of self confidence that lets you pull off utterly silly stuff while still being taken seriously. Perhaps you do all your pirating while singing, or you have the most over exaggerated swagger to your steps when you walk around. It doesn't make you any less dangerous.

200 cp - Yarr Har Fiddle Dee Dee

Speaking of doing all your pirating while singing, you and anyone around you now have the singing skills to pull off spontaneous musicals. I don't know how this is related to piracy, but I'm sure it will come in useful eventually.

400 cp - You Are A Pirate!

Or more to the point, you're good at recruiting people into your crew. And also at getting said crew to put up with your utterly insane sense of style, but mostly the recruiting bit. You're so damn charismatic that you could walk up to a sailor on a ship sent out specifically to catch you, proclaim that they were a pirate, and have them follow you. If only for a little while, because eventually someone or something will remind them that no, they aren't a pirate.

Precious

100 cp - Burst Open The Locks

You may be wondering why this origin is called precious. Well, it's because of your booty! Both the ones above and below are now top notch. And amusingly enough, you have the somewhat random skill of being able to flex *just so* that makes anything covering said booty explode off you.

200 cp - If You Love To Sail The Sea

Unlike that pompous fool up above, you actually know a thing or two about boats. Specifically, how to navigate at sea and by the stars and all that, as well as being able to predict the weather to a certain extent and handle any storms thrown your way.

400 cp - Until It's Time To Drop The Anchor

You also have the physical strength to do pretty much any task that you might be required to do on a pirate ship. At the same time. I suppose I could make a joke about you having the strength of ten men? At bare minimum you can lift an anchor over your head and throw it at someone.

Ninja

100 cp - Do What You Want Cause A Pirate Is Free

Look, everybody has a certain style. Most people go for something nice and simple on account of not wanting to spend too much time working on it. You on the other hand seem to specialize in taking ridiculous ideas and turning them into effective fighting styles. Sword fighting with a sword strapped to your crotch, for example? It'll take some time, but you can make it work.

200 cp - Hang The Black Flag At The End Of The Mast

Or you could skip the training time and just buy this. See, you've now mastered the art of crotch fighting to the point where you could complete any number of ordinary day to day tasks using only the gyration of your hips - and occasionally something strapped to your groin - to do it. Why on earth you wanted to learn this I have no idea, but you did.

400 cp - We're Sailing Away, Adventure Waits On Every Shore

Well, with all the singing that your captain does I guess it makes sense that you'd have a decent lung capacity? No, I change my mind, that in no way shape or form explain this. You blow. Hard. So hard in fact that if you were to blow into the sails, you could push the ship you were on to a decent clip. Is this some sort of ninja magic?!?

Items

Captain

100 cp - Coat

What's a proper pirate captain without an utterly swag hat and coat? The first mate, presumably. Anyways, you have a rather nice coat and hat that just screams pirate to anyone who sees it. If you want it to, of course. Anyways, the coat has one amazing feature other coats don't have. Air conditioning.

200 cp - Boat

A boat to go with your crew, I would assume. This lovely sailing ship has enough room on it for up to 100 people, while also able to be crewed by as low as ten, a number that this ship also happens to come with. Beyond that, there isn't really anything special to it beyond being a bit more durable than you would expect from waterlogged wood and some metal.

400 cp - Map

As per tradition for pirates, you have acquired a map to some buried treasure. X marks the spot and all of that. Once per year, the map will automatically set itself to find a decent trove of treasure. Nothing mythical or legendary, but a decent haul. This is mostly an excuse to go on an adventure and sing after all.

Precious

100 cp - Lock

I'm not sure who decided this was fashionable, but you now own a collection of underthings - or, maybe it would be better to call them swimwear? Anyways, a bikini held together by locks, a coconut bikini, a flower necklace, so on and so forth. There's also a single key, but it oddly enough doesn't go to any of the locks you would find here.

200 cp - Censor

Well, I've seen stranger things. You have a bar of some strange black material that only shows up when your privates are on display, and always positions itself so that most of said display isn't actually displayed. Even if there's someone both in front of you and behind. I have no idea how that works.

400 cp - Island

Eh, strictly speaking, this isn't an item from the pirates, but it belonged to a woman so good enough. You now own a small but decently sized island. It's natural resources are sufficient for about 100 people to live here without needing to do much in the way of farming, though if you get bored of hunting through the forests for fruit you might want to do that anyways. There's also a surprisingly large amount of gold and rum hidden somewhere on the island.

Ninja

100 cp - Rope

Somehow you've managed to sneak a bundle of rope up your sleeves. Even if you aren't wearing a shirt. Ninja magic, I swear. Anyways, you can summon this rope to you at any time so long as it isn't actively in use somewhere else, like tying up a bunch of law abiding fools or crewmates of yours that refuse to sing. Or a sword tied to your crotch.

200 cp - Tools

Speaking of a sword tied to your crotch, you now have a selection of long, thin, and hard tools. Sword, shovel, flagpole, so on and so forth. So long as it fits that general description and is something a pirate might have, it's yours. Kudos to you for sticking to the theme I guess?

400 cp - Fatty

Is this some sort of apprentice ninja of yours? A wannabe? An understudy or intern? I have no clue, but the fact remains that they have the ability to turn into a damn near perfect copy of you, and the skill to masquerade as you for days on end. Your own lover wouldn't notice… as long as they didn't take their pants off. Mind you, they don't actually have any skills or powers you might have, but they're quite good at faking it.

Companions

100 cp - Until We Sail Again

A pirate is nothing without a crew! A captain can't do everything himself, and the crew won't be able to keep it together without a captain. Well, maybe. Mutiny is a thing. Anyways, with this option you can either import two companions, create two OC, or companion two canon characters. Not that this place really has canon characters. But, I digress. Both creation options come with a free origin and 300 cp with which to buy perks and items.

Drawbacks
Increase Suffering to Increase CP

+0cp - Ten Years?
What, is ten years too long for you to spend in such a vaguely described place? Well, if you want to then I guess you could lower that number down to a single year. That said, since this would result in you suffering less from any of the other drawbacks that you might take, this will reduce their value by half.

+100 cp - yOu arE a piRaTe
So, this entire jump sprung forth from a minute and a half song, which was in turn sprung from kids show. Anyways, that song will now play nonstop for the next ten years. If you somehow manage to tune it out, the song will start to change slightly - another language, slightly off key, you get the idea.

+100 cp - H8RZ
You have a serious problem, Jumper. Everybody - and I do mean everybody, the law, people you've never met, even your own crew, every last one of them loves to dunk on your style. Expect nonstop insults for the next ten years, and for them to get violent if you keep trying to pull that swagger off.

+100 cp - Perv
Well now, it seems you're a connoisseur of the finest commodity available on the ocean - Women. The real precious booty, amiright? Anyways, you have little to no ability to pass up on getting a good eyefull of fine flesh. And of course, you have the horrible luck to get caught every single time. You're in for a world of pain, Jumper.

+200 cp - Blue Sky
The crew that this story revolves around may have found a way around this issue, but from here on out you have absolutely no skill at navigation. Half of that is your idiocy, the other half is the fact that they heavens will split open with wind and thunder the instant you step foot on a boat. If you had an extremely skilled crew, you might be able to brute force your way through the issue. Just don't touch the wheel lest you somehow end up three days travel in the opposite direction you were trying to go.

+200 cp - Alestorm
Were you expecting something goofy and lighthearted? Well, I hate to break it to you but there's also a heavy metal version of the titular song. With that in mind, your time here will now be plagued by the worst scum imaginable. And if that's not enough, there's also zombie fishmen crewing ghost ships and surfboarding skeleton rats. Welcome to edge, because things just got fucking metal.

Ending

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