

N S É R I E

Centaurworld



In a world ravaged by war, Horse knew she could face any challenge with her Rider by her side. But while retrieving a mysterious ancient artifact the General said was key to victory, Horse and Rider are separated, with the former falling through a portal to a magical land of whimsy and song. To Centaurworld.

Now begins an epic quest to get home, via collecting pieces of the key from the five shamans, and later to save both worlds, that will test her as battle never could. Take 1,000 Centaur Points (CP) to help you on this journey.

SPECIES

Horse (0 CP) A kind of short centaur without an upper body or arms.

Human (0 CP) Curious half-Centaur creature that walks on two legs.

Centaur (0 CP) The most common form of life on Centaurworld, a hexaped sapient. Comes in many sub-varieties such as Cattaur, Moletaur, Birdtaur, etc. Highly magical and whimsical.

Merdude (0 CP) A sort of fishy centaur that lives in the sea.

Minotaur (0 CP) I guess a reverse Centaur? Humanoid, but with animal heads or features? Created by the evil Nowhere King fusing humans and animals to make minions, but you don't have to be evil.

Beartaur (-200 CP) A huge and powerful centaur.

Whaletaur (-200 CP) A huge merdude, more or less.

Taurnado (-600 CP) A sapient cyclone that devours the souls of those it carries into the sky forevermore.

Suntaur (-1000 CP) What? Okay, you replace the *Sun* in Centaurworld. It's going to be hard for you to directly do much in day to day affairs, because you're the sun. But you will be able to see almost all that transpires on Centaurworld and will never lack for raw power.

HERD

Horse (-50 CP) The protagonist, naturally, a driven warhorse who lives to transport and protect her Rider, displaced into a world she does not know how to deal with, at all.

Rider (-50 CP) A smart, tough and also charming and empathetic young woman. Rider has never known a life outside of the war with the Minotaurs

Wammawink (-50 CP) A loving, smothering pink alpacataur, orphaned when her village was destroyed in the war, later dropping out of Shaman school because it was too hard and forming the herd she protects.

Becky Apples (-50 CP) Are... are you okay, Jumper? Because there is something seriously wrong with this horse.

Ched (-50 CP) An aggressive and prideful finchtaur. Dislikes horses after the Centaurs™ (or horsetaurs) crushed his dreams of becoming a tulip-stepper.

Durpleton (-50 CP) A simple-minded but incredibly kind and loving giraffetaur.

Glendale (-50 CP) Nervous, kleptomaniac gerenuktaur. Simply the best.

Stabby (-50 CP) A lizardman of questionable vital status for most of the series, before accepting Durpleton as his Dadleton and adapting to Centaurworld. Is an adorable tiny murder machine.

Water Baby (-50 CP) A powerful Shaman, with a flying houseboat and the ability to shapeshift. Plus an endless supply of rutabagataurs.

Zulius (-50 CP) A very flamboyant, narcissistic zebrataur, but he means very well.

Find a New Herd (-100 CP) Well, really an old one. You can import as many Companions as you like, each with 700 CP to spend. Companions cannot take drawbacks.

Other (-100 CP) You want to try and recruit the Witch? Splendid? The Nowhere King? I mean, knock yourself out, but some of these will be uphill struggles.

All Herd, All the Terd (-250 CP) You can take on the entire herd, as of the series finale, and in a single Companion slot, though they may need to do rock paper scissors or something to figure out how to divide CP.

PERKS

Discount two perks at each price tier, 50 CP perks are free when discounted.

Centaurworld (Free all) You made it to Centaurworld! And nothing better represents our world, than this collection of singing, dancing, half-animal, half-man things you're meeting here today! So naturally you have the voice of an angel, impressive range and pitch, and the ability to burst into song unquestioned. In fact, by singing you can pack quite a lot of information and emotion in a song that speech alone just couldn't properly convey!

Before You Go (-50 CP) This wanderer's life can be hard, so many goodbyes. You have learned how to part ways, to leave nothing unsaid and gracefully exit when needed. More, you find that after a long absence, you and your friends have no trouble picking up where you left off.

Bunch O' Scrunch (-50 CP) You intuitively understand the rules of even very bizarre and alien games, if you get the chance to play you will improve rapidly, but even observing a game will let you almost immediately understand how it works.

Comfortable Doug (-50 CP) You are very comfortable. Extremes of heat and cold do not bother you, nor do judging eyes.

Horsatia Wighair Beanz (-50 CP) You're really good at guessing games and coming up with aliases. This is particularly useful when bluffing your way onto a guest list or reservation.

It's Gonna Be A While (-50 CP) Patience is a virtue, and you can entertain yourself for days, months or years if need be.

I've Been Searching For You (-50 CP) It's you! It's really you! I'd know you anywhere! You can always recognize your friends, no matter what disguises they may wear or how they may have changed.

Nowhere King Lullaby (-50 CP) It's an odd flex, but whatever. In every world and setting you visit, there is a popular nursery rhyme, lullaby or children's song about what a terrible idea it is to get on your bad side, the exact details depending on your capabilities and deeds. You may choose to disable this before starting a Jump.

Recap (-50 CP) When you sing a song about past events, which you are great at composing, people can see images in their mind that accurately portray what happened.

And We Do This Everyday (-100 CP) In whatever form, you are gorgeous, never below a nine, and always present well. You could make a fantastic model. In fact, have you ever heard of Johnny Teatime's Be the Best Competition? You could handily win almost just by showing up.

Flat Dallas (-100 CP) Because the battlefield can never be comfortable, you have learned the rugged arts of the cowboy, in a world where one can be cowboy and steed both. Your endurance is phenomenal, as is your lassoing, wrangling of animals and all other cowboy skills.

Hidin' Time (-100 CP) You have a good sense for hiding spots and understand, instinctively, when you need to use them. This makes you really stealthy when you need to be.

I Stealz So I Can Feelz (-100 CP) You are an accomplished thief. Even half-unconscious and being slung around like a rag-doll, you could still pickpocket your assailant.

Making Friendship – BOATS! (-100 CP) Oh? Had a bit of an accident, did we? You don't need to feel bad, when you break something of somebody else's, it's an opportunity to make a new friend! You are a master repairman who can fix just about anything, and people usually accept a sincere apology and effort to make things right. In fact, such incidents can serve as the beginning of a close friendship, and there's hardly any awkward moment you can't turn into a fun bonding experience and then a fond memory.

My Privilege (-100 CP) People treat you as being rare, valuable, powerful or high status, even in the absence of any evidence of this alleged superiority.

Spells For Days (-100 CP) You have a vast repertoire of mostly useless, whimsical magic. Like Sparkly Blinkies, Handsome for 8 Seconds, Stretchy Neck Times, Prehensile Eyes, turning spots into pies, a joking tail, freezing time just long enough to dish some Hot Goss and, of course, shooting tiny versions of yourself from your hooves! Eh, that last mostly involves them screaming and running around for a bit before vanishing. Can work from (ugh!) feet, I suppose, if you don't have proper hooves.

Baby's First Spell (-200 CP) You have a unique and actually moderately useful magical power. As this is an expression of yourself and your needs, feel free to fill in the details, just be responsible.

Battle Song (-200 CP) You know everything there is to know about killing Minotaurs. First you lop off their heads, then their limbs - lop lop lop lop - then throw the pieces in the *burn* pit. Besides being very skilled in melee combat, you're good at working with and training up a squad. You have learned the most important lesson, to preserve your own life and health so you can win, and are great on the defensive.

Breathe In A Bag (-200 CP) It's one thing to help yourself through rough times, another to be able to turn your struggles into empathy and practical advice for others. You are a pro at therapy, and boy does everyone in this world need some therapy.

Fearless Too (-200 CP) You've never feared the drums of war, you crush their skulls and just want more! More seriously, you still feel fear, it helps keep you alive. But you never freeze, you never panic, or let your fear drive you into stupid decisions.

My Collection (-200 CP) You have a tummy portal and through it access to an extra dimensional storage area, or 'hammerspace.' Whatever you need is always the nearest to hand when you try to pull something out.

Where Does Food Come From? (-200 CP) You can conjure delicious and nutritious gigglecakes, like pancakes but more fun, in arbitrarily large stacks. You also always have syrup handy, and for some reason, pesto.

Durple Drop (-400 CP) Okaaay then. You can stretch out your torso and/or neck enough to lift someone into low orbit and then drop them. You can choose for this to be harmless, or utterly devastating. You can also use this to free people who have been frozen, turned to stone etc. Do not question the Durple Drop!

Hello Rainbow Road (-400 CP) Do you crave adventure? Excitement? Vengeance? A lost earring? When the need to hit the road on a quest appears, you can see it, a rainbow road leading you to your destination in no more than a few days. That said, the road will prioritize adventure and self-discovery over little things like expediency or safety, so you might not want to use it to run to the corner store unless you're ready for that trip to become an epic adventure. It takes a little boldness to go into the unknown, but when you're ready you can say goodbye to the old, and hello to that rainbow road.

Hootenanny (-400 CP) Nothing brings people together like a party. Once a year, you can declare a global truce and holiday lasting two days of music and wonder. You can even invite friends from previous Jumps, though they must return after the party wraps.

Last Lullaby (-400 CP) Rest now, tormented soul, time to move on evermore, to open your very last door, I'll be there to help turn the key. There are things that live on after death, that only come back ever stronger and more hateful and piteous

than before. But with a little song, you can help even the most wretched and debased of immortals clinging to eternity to find their peace, and deal a deathblow there is no returning from.

The Rift Worker's Work (-400 CP) The Rift Worker's work is never done. You have an in-depth understanding of the magic and science behind portals and interdimensional doorways of all stripes that is pretty much matchless throughout the multiverse. Even a casual examination of a new type of breach will tell you just about everything you need to know to reinforce, repair, seal, destroy, access or duplicate it. Any ritual or artifact or technology you will understand how to use and even improve upon. Who knows where time and dedicated study can take you?

Who Is She? (-400 CP) Identity can be... complicated. Each of us is a complex recipe of feelings, beliefs, biases, of form both physical and mental and perhaps spiritual. You have the blessing to always understand who you are, whatever changes have happened to you. You cannot be controlled or compelled to betray your base self, and immediately notice any outside influences. When you change, you understand exactly how and why.

Backstory Magic (-600 CP) By charging at someone from at least forty paces away, you can enter their body and view their memories, particularly key, defining moments in their lives. And memories of delicious meals, for some reason.

Fragile Things (-600 CP) We are all just fragile things, soft and small, and we haven't been here before. Oh, I know, life is full of suffering and pain... *but*, all the broken can still find hope in the most unexpected places. You carry the most fragile, most enduring of all powers, hope and love. Even when all is lost, you can pick yourself up and start anew, and that light within you *shines*. Outcasts, misfits and rejects flock to you, sensing the potential for the family and love that was missing in their lives, the hope you give them in their darkest hours. You are very good at helping and protecting those you take as your friends, family, allies, whatever you want to call it.

I'm Stronger When I Trust My Friends (-600 CP) Trust is always a risk, because only those you trust can betray and hurt you. But trust is what builds fantastic friendships. Your powers multiply as a function of your true friends whom you trust absolutely and with all your doubts and secrets, doubling with two dear

friends, quadrupling with three and so on. Your friends share in this benefit, their own connections becoming a source of unfathomable strength.

Nothing Good Can Stay (-600 CP) You are a master of magic equal to the Shamans and the Witch, and this is the practical magic that includes short-range teleportation, shields and terrible energy blasts. You are especially good at shields, wards and defending boundaries.

The Key (-600 CP) Like the moletours, you can casually travel between worlds, but this is hardly the extent of your abilities. Like the Key, you have the ability to fuse up to three beings into one, or divide a creature in two. Used on a centaur, this will produce a human and an animal, on a human it will produce two smaller people with different mixes of their personality traits but a recognizable similarity of personality. It will always be easiest to separate a fused being into their component selves.

DRAWBACKS

Frustration Tears (+100 CP) You ugly cry, and you're pretty embarrassed about it.

I'm Out (+100 CP) You will never *quite* get used to the weirdness of this place, or all the impromptu musical numbers.

Hard Time (+100 CP) You are an active fugitive or enemy of one of the many tribes of centaurs. Possibly for looking too much like Glendale. If you don't want to end up in Moletaur prison or being used as a croquet ball, best steer clear. This may be taken up to three times.

He Never Says Anything Nice (+100 CP) You are exceptionally gassy, and there's something... unusual about your farts. Choose one, either you and only you can hear them as put-downs, insults, heckling and mockery *or* your farts constantly reassure and encourage you, but everyone else can hear them too.

Overbearing Misguided Affection (+100 CP) Shortly in your stay, you'll make a new friend. Unfortunately, something you do will drive them nuts and no matter how much you try it's nearly impossible to change.

Teardrop Tattoo (+100 CP) You have been indelibly marked as a murderer. Not all or even most people know what it means, but those who do will be wary of you.

I Don't Like You (+200 CP) You have an irrational fear and dislike of either; horses, humans or centaurs. This may be taken twice, you cannot be one of the groups you despise and distrust.

Narcissist (+200 CP) You kind of have a big problem caring about other people and their problems. Take care this doesn't get you killed.

So Cold (+200 CP) Like Gebbery, you have a lot of trouble getting comfortable, being perpetually too cold or too hot.

All Herd (+400 CP) Good/Bad news, you're part of the Herd! Thus part of the plot. If Horse's quest fails, you will chain-fail. There is no avoiding the war now, you must lead or your adventures will end here.

Hush Now (+400 CP) I don't know how you did it, but you managed to displace the General from the top of the Nowhere King's grudge list, and just to keep you from stealing a key fragment, the Rift will blast open after a certain period, regardless of anything you do. Have fun!

What If I Forget You? (+400 CP) Your memories from before this Jump are hazy, indistinct. You can't recall precise details about the plot, or your favorite song, or your parents' faces. You're sure you had a life before Centaurworld, but you and any Companions know hardly anything about it.

He's Like A Friend Or Something (+600 CP) You have neglected Trebbor, who takes burnt offerings, and now the entire Mythos of elder cephalopod looking things are coming to Centaurworld.

Sealed Tight (+600 CP) It's a new world(s) and your powers from beyond will do you no good here. They've been locked away for the duration of your stay.

NOTES: So quick rundown for those who never watched the show: Horse is transported to Centaurworld, meets the herd and convinces them to take her to a Shaman, Water Baby to discuss how to get home. For that, she needs to complete the Key by visiting all the Shamans, Water Baby hands hers over. The others are in

the care of the annoying Tree Shamans who grant 'wishes' based on their understanding of what a person needs, the Moletaur Queen, Johnny Teatime will give it only to those who win the cattaur's daily pageant. There's also a Whaletaur Shaman who eats suicidal people.

Once they get to the Rift, the ancient portal linking the worlds, the Witch turns up and locks Horse and Rider inside by swiping the key. The reason the portals were destroyed (however unintentionally) was to seal the eldritch Nowhere King in the void between worlds.

The Herd defeats the Nowhere King by using the Key as a spear. However, he just respawns and takes over the Minotaurs. Rider and Water Baby go back to the human realm to scout and raise the alarm, while Horse and the Herd try to raise an army of centaurs – it does not go well. But they do eventually throw a huge dance party to bring everyone together and convince them to fight.

The Nowhere King's army gets to the Rift first and Horse sacrifices herself by leaping into his head, paralyzing him and learning his backstory. He was an elktaur portal technician who fell in love with a human princess, the Witch. He used the Key to split in two, man and beast. The human half married the Witch and became the General leading the human resistance. The Elk part, stewing in jealousy and imprisoned by his alleged better half, raised an army of Minotaurs and turned into a goo monster. The way to kill the Nowhere King permanently, is to slay the General, which the Witch eventually does after Horse escapes.

Got all that?

Jump by Aehriman.