

Amphibia

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Welcome to Amphibia jumper! Life here is probably about as crazy as you've come to expect on a chain, you've arrived in a world populated entirely by amphibians. There's magic and lost technological advancements, there's monsters and robots. Frankly anything you can dream of is probably here in one form or another. Taking down cults? Shooting giant snakes with catapults? Fighting a heron with your fists? It's all possible in Amphibia and that's barely scraping the surface. Take 1000 CP and have fun!

Starting Location

1. Frogvalley
2. Ribbitvale
3. Bittyburgh
4. Stony Gulch
5. Dry Swamp
6. Newtopia
7. Proteus
8. Free Pick



Origins

You can either roll 1d8 + 13 or pay 50 CP to choose your age. Your gender is set to the same as your previous jump, but it may also be changed for 50 CP. Each origin gets discounts on their respective perks and items.

Human: AHH A TERRIFYING MONSTER! Oh wait it's just you jumper. Well you may as well get used to that reaction because the folks around here have never seen a human before. They're quickly accepting so you shouldn't be in any danger but it'll be a strange new world to adapt to.

Frog: Most frogs live in farming communities, yet a few have gained some form of upward mobility by owning businesses. You may alternatively choose to be an Axolotl as they seem to settle in with frogs as business owners quite frequently.

Toad: The toads are a highly militarized culture and make fierce warriors. They are commanded by leaders known as toad lords. Because their main purpose is to serve the king in collecting taxes and protecting the places they live in, they're often seen as little more than thugs.

Newt: Most newts are scholars and aristocrats. They occupy the positions of high-ranking military officers, and the royalty of Amphibia. You'd be hard pressed to find a newt living in a rural community as they make up the upper echelons of society.

Frobot: Mechanical war machines resembling frogs. There are many models created for different situations ranging from soldiers to assassins. The Frobots were created during the times of Newtopia's golden age over a thousand years ago, as a sort of military force, so it'll be incredibly strange to see you walking around as all the others were destroyed.



Perks

General

(000) Amphibian Physiology (Any race except Human): Amphibi-Man, Amphibi-Man, does whatever an amphibian can... oh sorry, anyways this perk lets you use the various abilities found in amphibians. You can breathe underwater, stick to walls, croak, jump really far, shoot out your tongue. Basically anything your chosen amphibian race could do you can now do in any body you have.

(100) Sincere Apologies: So long as you apologize and promise to try to fix things, people are surprisingly forgiving of you. To the point where you'd be forgiven for leveling a town multiple times over.

(200) Poisonous: Generally brightly colored frogs and mushrooms are quite poisonous to those that eat them. And now so are you, even if you aren't an amphibian you have the ability to secrete a poison that will cause immediate paralysis for the next five minutes.

(400) Eldritch Magics: This world is home to all sorts of arts; sculpture, mosaics, and of course THE DARK ARTS. You are now skilled in the magics of this world, you know how to create curses and potions, you also know the ritual needed to summon the dreaded Chickalisk, a beast so terrifying that it was given its own theme song.



(600) Calamity Gem Connection: Like the three humans you are somehow connected to a mystical stone, you're connected to a previously unknown fourth calamity gem. This fourth gem is the yellow gem of soul. It comes with all the same base powers as the other three calamity gems, but unlike the others is much easier to use as the gem of soul is more entwined with your very being, you do not need to practice using it. This also acts as a capstone for this jump.



Human

(100) Otherworldly Cuisine: Somehow despite being another dimension Amphibia still has things like tomatoes, granted they're dangerous fruits and grow on frog eating plants but they still taste the same. There's also an assortment of bugs and beetles with flavors like chocolate, this perk guarantees that in future worlds you'll be able to find resources that can supplement your recipes. They may be dangerous to obtain, however.

(200) The Fumigator: The humans present in amphibia all seem to have a single miraculous power. They can fix anything in a matter of a few moments, Marcy rebuilds a town in minutes, Anne does all her chores in a few seconds, and Sasha, well she founded a rebellion in a few hours. Now like the other humans, you're capable of fixing things supernaturally fast. You can clean any mess, fix anything that breaks, it only takes time and even then very little of it.

(400) Your Basic Artificer Rogue: Coming to Amphibia has granted new depths to your character. Like Marcy you've embraced this strange new land and have started to thrive, no matter how odd the animal and plant life around you you'll learn to thrive off of it. Whether finding strange new uses for plants or evading dangerous animals you've gained some serious skill in scouting out places and turning the surrounding resources into tools before you decide to strike.

(600) Queen of Manipulation: If there's one thing that highschool is good at, it's forcing every child there to become Machiavellian social climbers that will stop at nothing to become the top dog. You have gone through the tutelage of the most manipulative, deceitful, and subversive individual there is, Sasha Waybright. You know when to compliment, when to curtsy, and when to toss somebody to the curb. You know how to take horrible situations and twist them to your own benefit. If given the smallest opportunity you could talk your way out of jail and into a position of power within a month, tops. On top of this you have acting skills rivaled only by Hop Pop, and yours are much more subtle.

Calamity Boost: Your manipulation doesn't stop at the upper echelons of society; You've learned how to sing from Sasha too, and due to your calamity gem this has been expanded upon with magic. You may now manipulate your voice to imitate the sounds needed to register coordinates with the calamity box. When you enter the coordinates vocally, some of your own power will leak out of your vocal cords and into the portal, stabilizing and expanding it, making any portals you use last longer and expand to fit most things through them, provided you sing to them.

Frog



(100) Honorary Plantar: The Plantars are good people and have a history of taking in those less fortunate as family, now you can insert yourself into other peoples lives with ease. They'll be more accepting of it and it'll let you keep up with their wacky adventures. You may choose someone in a jump to become close to, like family and you'll end up having an easier time developing a found family of your own.

(200) Loggle's Apprentice: Loggle is the local woodcarver of Wartwood. You have trained under him and learned the art of carving, not only wood and metal, but also your own body. Like Loggle you can craft magnificent statues of wood in a short amount of time, you can also obtain incredible gains in a matter of weeks going from a toothpick to looking like you've been a body builder your whole life.

(400) Mushroom Enzymes: Like the dreaded Apothacary Gary you can create elixirs that connect minds to your own. Of course this does result in a giant mushroom growing on your head, but you can't argue with the result of getting your own mind controlled army. Everyone you infect with your spores will gain a connection to you, allowing for greater coordination as well as the ability to feel plants around them. With enough mind controlled followers they can perform minor feats of chlorokinesis.



(600) Heart of the Community: Frogkind are considered the heart and soul of Amphibia's society. Their rustic way of life has granted them a unique perspective among the beings that inhabit Amphibia. Now like them you share this perspective; you understand the strength that comes from working with another and building others up. From now on your power will increase in accordance with the number of people you work closely with, the closer you are to these people, the stronger you become. Strangers provide no boost, acquaintances provide a minor boost, friends provide a large boost, and family will provide the largest.

Calamity Boost: Your calamity gem has changed to mimic Anne's blue gem of heart. You may use the boost provided by "Heart of the Community" to assume a superpowered form that's essentially an in-universe equivalent to Super Saiyan. All the base powers provided by the gems are more powerful; the enhanced physical abilities with an emphasis on speed and agility, flight, energy manipulation, and a limited form of telekinesis. All of these are stronger than the other calamity gems' power, to the point where you'd need to use the two other gems in unison to match it.

Toad

(100) Prepare Yourself!: For the uhh.. cutest face? Maybe ugliest is more accurate... Anyways, the point is you can make a face that will help sway people into doing what you want them to do. Whether it be because you're adorable, or because they never want that face to haunt their waking hours again is up to you.



(200) Toad Lord: You have an uncanny ability to rule in a way that will benefit yourself, and to a lesser extent, your community. Whether you rule as a ruthless warlord or a corrupt politician you will have a good head on your shoulders for management and can deal with the most unruly of groups.

(400) Every Dream Has Its Price: And now you know what people are willing to pay for theirs. You now can see how close someone is to breaking with regards to an idea, a dream, or an organization. Want to make sure your subordinates are happy? You can see just how satisfied they are working for you; you'll also be able to see if a decision you're about to make will lose you followers or favor with people.

(600) Special Toad Tactics: Toads are a highly militant race and are raised from birth in the combat arts. You have been trained in STT (Special Toad Tactics) and know how to fight like a toad would. The key to toad fighting however isn't anything special, it's just holding onto your rage until it builds and builds into a powerful explosive force to be used as a secret weapon. You can now keep a lid on your anger, the more and more frustration you bury within, the more powerful you will become when you tap into that anger.

Calamity Boost: Your fourth gem has chosen to mimic Sasha's pink gem of strength. When channeling this gem not only do you get greatly enhanced strength, but you also gain an incredible amount of charisma. When you give orders others will follow you, it's not just a physical strength that this gem grants but a strength of personality and resolve. While it's not great enough to stop the moon on its own, flipping over buildings is something you can do with ease.

Newt

(100) Courtly Manners: The newts are the ruling class of Amphibia and as such are expected to hold themselves to a higher standard, no matter where they are. You know how to act the part of an aristocrat and maintain a calm and regal bearing no matter the situation.

(200) Cyborg: Newtopias technology is incredibly advanced, being able to extend life by thousands of years using cybernetics is just the short end of the stick. And now jumper, you are a cyborg like king Andrias, your robotic parts are incredibly lifelike and no one would even notice unless they cut you open. You also gain 500 FP for the Frobot Customization section and the ability to convert CP to FP.

(400) Lizardry: You know the magics taught to the Order that preserves the calamity box. Not only can you teleport yourself and those touching you, but you can also read minds, and summon objects.



(600) NU Graduate: Congratulations jumper you've gone through and graduated from the prestigious Newtopia University! You've learned almost everything there is to know about the science, culture, and politics of Newtopia and somehow come out of the university with your personality still intact. Going through a rigorous university program has left you with some very useful skills including being able to read tomes at an extreme speed in order to pull those much needed all-nighters. On top of this you'll become more creative and a faster thinker in accordance with the amount of notes you take. Just try to remember that there's more to life than school.

Calamity Boost: Your gem chose to make you smarter; I wonder what that says about you jumper. Like Marcy you've gained a connection to the calamity gem of wit. Not only does this gem grant you a greater intelligence and creativity, but you also gain a limited form of future sight. You won't be making prophecies, although interpreting them is much easier now. You can however see a few minutes into the future, without it distracting your mind from the present.

Frobot

(100) Breaking Free: So you're a hivemind or attached to multiple others mentally. Maybe you're being controlled or have restrictions placed on you by magic? Not anymore you're an expert at breaking free from the control of others, you can break free of mental conditioning that's been imbued into your very soul. This won't cover physical restraints but if you're ever brainwashed or have your emotions manipulated you'll be able to break free at a moment's notice.

(200) Technopathy: You have a limited form of technopathy given your robotic body. You can communicate with any technology in a 5 mile radius around you. This won't let you break into a nuclear bunker but anything that you can see that wouldn't require high level government access, you can control. Whether that be mechanical arms, a factory, or a crane, you can control it.

(400) Blackbox: So you've gone and gotten your head chopped off. Well no problem there, you're a robot after all. Your head can now survive on its own without any complications resulting from a lack of a body. Additionally if your head is separated from your body it automatically becomes indestructible to everything except divine level entities.

(600) Assimilated Memory: Similar to how the core tried to delete Marcy's memories, you can download and delete other peoples memories. You may selectively delete one or two, eventually changing how they perceive the world around them. To do this you'll need to place either your hand on top of their head or detach your head and make them wear it as a helmet. Once that's done you can freely mess with their mind to the point where you can manipulate how they think and feel. Any deleted memories will have memory backups stored in your warehouse on USB drives.

Calamity Boost: While anyone with the tech could delete a few memories or induce an illusion to manipulate someone. You are special like the core. You can delete someone's entire brain, there'll still be a backup made and left in your warehouse, but after you delete everything you can possess their body with incredible ease. This will allow you to use purely biological functions as a robotic being without giving up your robotic enhancements.

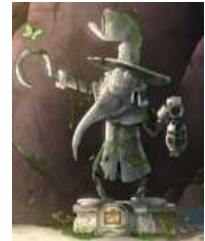


Items

General

(100) Apothagary Collar: These collars were used by Andrias to tame the monsters of Amphibia and use them as warbeasts. Now you have a supply of 10 that replenish after a week. These collars will work on even the most vicious of animals and even on sentients, however they can't be used to circumvent magic or perks that require consent.

(200) Zechariah Statue: You have a small figurine on your person that when activated will summon a mist that slowly forms into the spirit of Zecharia. He will guide you to anything that you've lost, whether it be your car keys, your dog, or which way you have to go to get to the city.



(200) Family Sword: This sword belonged to Tritonio's family, it's a longsword that will glow with a blue light when used to channel your power. So long as it channels your power you're able to control its movements and recall the weapon to your hand.

(400) Boom Shroom Supply: You have a never-ending supply of Boom Shrooms. These glowing blue mushrooms explode with great force and can be set on a timer if you like. Just be sure to keep them away from fire as they'll explode.

(400) Rundown Robot Factory: Produces frog robots (Frobots) that have a massive variety of uses ranging from household chores, tracking, cooking, combat, and caring for animals. Capable of producing 100 Frobots a day provided it has the raw materials.

(600) Calamity Box: This music box is embedded with three gems, while their calamity powers have been removed and will not be restored until post spark, You can use the box to travel between dimensions within a jump, by opening a panel on the bottom you can tune the box to the notes required for a different dimension. Comes with a book full of sheet music unique to each dimension that updates each jump.



Human

(100) Berry Bomb Blitz: This energy drink is actually an incredibly potent hallucinogenic, when drunk by amphibians anyways, Alternatively you could grab Hop Pop's special tea which has the same effect on humans. If you ever want to have a lot of energy while tripping this is what you need. Gain one bottle a week.



(200) Coastal Killer Caterpillar: This giant fuzzy caterpillar looks like a cat with extra legs, eventually it will gain white markings right before going through a metamorphosis into a massive killer moth with a cat's face. They tend to disarm people with their adorable appearance, especially humans who can't help but compare them to kittens. This one however is completely loyal to you and will obey commands like a well trained pet.

(400) X-Armor: Power Armor based off of destroyed Newtopian technology, includes laser weapons, energy shields, and shock gauntlets. It's by no means high end armor, but compared to modern day military equipment it's leagues ahead of anything else earth has at its disposal.

(600) Interdimensional Portal: First developed by Dr. Frakes to replicate the effect of the Calamity Box, she eventually managed to gaze into several dimensions, but, due to the enormous energy requirement to open the portal, Frakes couldn't maintain the portal for more than 5 seconds. Now your version may connect to any dimension within a setting, the coordinates can be adjusted via sound. Your portals can stay open indefinitely and can be powered by magic.

Frog

(100) Sprig's Hat: This hat is capable of covering any amount of hair that you have, or anything you have on your head without bulging or giving anything away.

(200) Hopadiah's Seed Vault: Well this must be some kind of heirloom. What you have here is a vault of seeds containing a copy of every kind of fruit, vegetable, and mushroom found on Amphibia. It may take a lot of time and effort to grow some of these.

(400) Wartwood: A quaint little town populated by numerous frogs, this includes the various shops and homes that are scattered about, along with the residents that inhabit the town. Wartwood will follow you from jump to jump, inserting itself into a swamp of your choosing. No matter how many upgrades you give to the village, it will not sink.

(600) Helmet of Authority: Only brought out in times of great danger, this red helmet is the sign of the leader of the wartwood frogs. It's surprisingly durable and quite fashionable to boot! In future jumps this will give a boost to your charisma and grant you the ability to summon swarms of frogs.

Toad

(100) Volcakeno Recipe: A traditional toad dessert, the cake will grow to be a bit bigger than a house and will erupt with chocolate lava. After the eruption and before the chocolate cools, hornets will crawl out of the cake and attack the partygoers, after defeating the hornets and once the chocolava cools, you stab the hornet and dip them in the lava. They are supposedly very tasty, just remember to notify your guests before serving them this.

(200) Giant Spider: Used by toads as horses for carts, these creatures are not fearsome war beasts but rather simple beasts of burden. They can pull more than a snail but they also require more training and a diet of meat.

(400) Toad Tower: A surprisingly defensible castle despite its state of disrepair. It has a mess hall, a dungeon, and training area, along with a spider stable and plenty of barrels of alcohol. Comes fully staffed with 50 toad warriors that will follow along with the tower.



(600) Barrel's Hammer: Not only is this massive Warhammer incredibly heavy to lift. It also grants you the right to rule all of toadkind. This hammer easily creates craters with every swing due to the rockets attached to the back of it, and in future jumps will allow you to summon swarms of toads.

Newt

(100) Flipwart Set: You have your very own chess... I mean flipwart set. It's a great strategy game for passing time with. Post-Jump this item is connected to a much larger board in your warehouse with a champion flipwart AI to play against.

(200) Giant Sparrow: Or any other kind of songbird really. This massive bird comes with a saddle that can seat up to four people. Comes equipped with a lightweight helmet and breastplate to protect your bird!

(400) Militarized Robot Factory: Unlike its old rundown counterparts found within the Ruins of Disaster, this factory produces high quality soldier, siege, and assassin Frobots useful only for conquest. They are hardier and more competent when it comes to combat. The factory can produce 50 Military Frobots a day due to the higher material costs for the superior models.

(600) Dyplosaurus: The pinnacle of Newtopian engineering, this high-tech exo-suit can fight on par with a Calamity powered individual. It comes with multiple missiles, plasma guns, and a flamethrower. The plasma shots from the tail are shaped like Olms. Frankly this exo-suit would be more accurately called a mech considering how large it had to be to fit King Andrias.



Customized Frobot

You can customize your Frobot with most anything seen on the frobots in the show, any aesthetic choices like color or shape are up to you to decide. All weapons may be integrated with your body, transforming into the weapon and back again. If you have cybernetics already that function similarly, then the purchase can be discounted. Those who chose the Cyborg perk get 500 FP to customize themselves, Frobots gain 2000 FP. You may buy any of the customization multiple times.

- (100) Self-Repair: Your body will automatically repair itself and provide you with the tools needed to fix yourself faster. No matter if you need to eat a large amount of food, or weld a new piece of equipment to yourself, your body will allow your jaw to unhinge, it will change your hand into a blowtorch. So long as it's necessary to repair yourself, your body will provide what's needed to fix you.
- (100) Extendable Arms: Go Go Gadget arms! Well not exactly but now you can designate a limb to stretch up to 20 ft, perfect for punching that guy who won't stop talking in the theatre, or for reaching that remote.
- (100) Plasma Cannon: One of your arms has been replaced with a plasma cannon, it can shoot blasts of plasma that are shaped like Olms, alternatively you may add a shoulder mounted cannon.
- (200) Flamethrower: One of your arms has been transformed into a flamethrower with a fuel pack attached to your back, any explosion from the fuel pack will not harm you.
- (200) Missiles: you have multiple missile silos hidden on your body, upon firing them all you could probably wipe out wartwood singlehandedly, provided there were no defenses.
- (300) Drones: Maybe you don't want to have tons of weapons poking out of your body everywhere, well how does storing multiple other frobots in your body sound to you? You may choose a body part to become a storage compartment for frobots. It can open up on command and unleash 5 minions per purchase. Any frobots that are destroyed are replaced in a week's time.
- (300) Camouflage: Let's admit that we've all wanted to go invisible at least once, well now you have optic camouflage built into your body. You may turn invisible at will and due to your advanced mechanical nature you aren't just invisible to the naked eye, but also to cameras and other electronic sensors.

- (100) Thrusters: Congrats you can fly now. You have some rocket thrusters built into your body, traditionally this is a jetpack or jet boots, but you may also add them to other parts of your body, allowing your head to fly around if it's cut off.
- (100) Shield: While a plain metal shield might not seem useful to a robot, it's mainly used for protecting others without sacrificing a limb. It's denser than your body and nigh invulnerable, emblazoned with a frog foot it's perfect for blocking any physical attack.
- (100) Lance: One of the more simple melee weapons available. You have a lance perfectly sized for you that can tear through steel and flesh with equal ease.
- (200) Claws: Instead of having fingers you have three razor sharp claws that can spin around like a buzzsaw. Somehow you're still able to use these wicked claws as functional fingers.
- (200) Hammer: Taking after the judge class frobots? Well here's your size shifting hammer, at will this hammer can grow larger or smaller while still hitting like a freight train. No matter how big it gets it'll never be too heavy for you to swing.



Companions

Companion Import: You may import/create a companion for 50cp, or 8 for 300cp. Companions are given 600 CP each for use on the jumpdoc.

(100) Yunan & Olivia: The general and noblewoman from Newtopia, while they could stay to stabilize Newtopia after everything that's happened, they could really use a break. Olivia is a consummate aristocrat and more than capable diplomat. General Yunan is a fierce combatant and would jump at the chance to further her legend in hopes of finally being recognized.

(100) Teri: A highly intelligent undergrad who can build a portal machine in a garage with limited resources. Who knows what she could do with access to the science of the omniverse. In addition to her intelligence she's also incredibly moral, so any unethical experiments will have to be out of view from her.

(100) Grime: Introducing the leader of Toad Tower, the one eyed warrior, you know and love him, its GRIME! I'm sure he'd love to come along on your journeys proving how superior toads are. Additionally I've given him his arm back, I'm sure he'll appreciate it.

(100) Tritonio: This con artist is an intelligent swashbuckler who could really give anyone a run for their money in a sword fight. He's an excellent teacher, capable of teaching complete novices the art of combat in a few days. He's also quite the smooth talker.

(200) Plantars: Ah the Plantar family, you can bring them along with you on your journeys. Sprig will be a bit more mature, coming from the end of the series, Polly will finally have the legs she always wanted, and Hop Pop will be the same crotchety old man you know and love.

(200) Mother Olm: The oldest and wisest Olm in existence. She comes with her own chamber as an attachment to your warehouse. The bats have been removed from her brain and her mind has been restored. While she can't truly participate in any battle, she could be an invaluable source of wisdom for you to consult with.

(200) Epilogue Trio: Yes this is Anna, Marcy, and Sasha again, but this is the trio as they appeared in the epilogue, successful, split up, adults. The kinds of people who actually have jobs and lives and are somewhat content.

(200) Fallen Trio: The original trio from Newtopias golden age, Prince Andrias, Leif, and Barrel. Each were good friends until it was time for Andrias' ascension to the throne. I'm sure if you choose them they'll be grateful that you've spared them the pain that caused their friendship to break.

(50) Cannon Companion: If none of the above companions tickle your fancy, you can purchase someone else, I'm certain Mrs. Croaker would love to join you.

Drawbacks

(000) Crossover Universe: Say, Jumper, do you ever get the feeling that we exist simultaneously in multiple parallel universes? Completely unaware of the other's very existence? Well I'll bet you do now! You can by choosing this drawback, use this jump as a supplement to another. Either by having characters from that jump assume amphibious alt-forms and join the world of amphibia or have the characters here assume forms appropriate for the world you want to visit.

(000) The Frog House: well well well, it looks like the Calamity Box wasn't calibrated correctly. Instead of jumping into Amphibia you're headed to the Boiling Isles. Maybe you can use what you've grabbed here to help them? I'm sure with all the magic in the air you'll find a way back to Amphibia easily enough.

(000) It WAS A Kids Show: The world of Amphibia should really be more horrifying than it is and this will guarantee it. This also makes it much easier to form relationships without having to go through the normal courtship rituals found among the various races. In short this is a Lewd/Grimdark toggle.

(50) Play The Forbidden Note!: Any magic that uses verbal components will 90% of the time require you to play a rickroll instead of the magic words. Additionally any sound based magic will also 90% of the time play a rickroll.

(50) The Great Jumper! Who Mostly Hid and Cowered!: All of your deeds and adventures are portrayed in stories and songs... horribly, literally you could save the world on your own and be portrayed as doing it by tripping and falling onto the BBEG, accidentally killing them.

(100) Out To Lunch: No one is ever where you expect them to be. Need to buy some food? Sorry the grocer is out to lunch. Need to seek a mystical artifact? The wise old wizard is out to lunch and won't be back for an hour. If you don't sit there waiting for them then by the time you come back you'll have just missed them.

(100) One Eyed: It appears that you've joined a number of others in the one eyed club. You can choose if the eye is still there or if it's missing. Your depth perception is awful now and you'll have to work harder to offset it in combat.

(100) Control Freak: You have a serious need to be in control of every little detail, if you aren't in control you will freak out until you regain some minor semblance of control.

(100 Each) Dismembered: Much like Stumpy or Grime you're missing a limb. It could be an arm or leg, or if you can survive it, even your head. You can take this drawback multiple times for multiple limbs.

(200) Can I Get That In Writing? (Requires Dismembered): Okay here's a written guarantee from a doctor that your limbs will grow back in two

months. Well maybe not a doctor, really it's a note from someone without medical training at all. You'll constantly expect your limbs to come back any day now only to have your hopes crushed.

(200) In The Zone: You easily become obsessed and distracted to the detriment of everything around you. I hope your companions will keep an eye out for you because you're liable to walk off of a cliff.

(200) Let's Stop Pretending I'm Part of the Family: You really don't fit in here on amphibia jumper, no matter the friends or family you make it won't ever really be real. Your family will prioritize others before you, your friends will never ask to hang out, and you will always know in your heart that when given the choice you'll be the last one picked over anyone else.

(200) Bad Directions: You have a horrible sense of direction. You can't read maps or road signs, you somehow turn left or right when asked to go in a straight line and sometimes you even mix up left and right. There will be no Zechariah Nettles to save you either.

(200) Amphibian Problems: Not only are you consistently slimy, if you go anywhere out of your comfortable temperature range without protection, you'll shrivel up, or turn into an ice cube. You'll only turn back to normal if you go back into a comfortable temperature range (about 30°C/86°F).



(200) Jumper Was A Tyrant!: Managing an organization can be difficult, but when you're the one managing it? Whether or not you're the world's greatest and most effective leader you'll end up challenged for leadership constantly. And it won't be the typical duel to the death or legal battles, no they'll challenge you to mud wrestling in the style of amphibian traditions.

(200/400/600) Target: You have enemies here jumper. For 200 CP this is just the average monster of the week found everywhere in Amphibia, however if you desire something more challenging you can gain 400 CP for being an enemy of toad tower, having an army of toad warriors hunt you to the ends of Amphibia. Yes even if you're a toad yourself. Lastly for an extra 200 on top of everything else you may become a target of the Frobot army full of various unique killer robots, all with orders to kill you, and should you defeat any one of them, they will explode with enough force to bring down a small building.

(300/600) Protagonist Problems: For 300 CP you may choose to become a sibling of one of the three protagonists, you'll have been sucked along to amphibia with them and will need to navigate amphibia as well as the change in your relationships with your new family member. For 600 you'll get to choose one of the

three protagonists and replace them, taking on their challenges and roles to try and get home.

(100) Swapped (Requires Protagonist Problems): So deciding to join in on the madness wasn't enough? Fine I'll switch things up so you won't have a roadmap to guide you to safety. Each of the three protagonists swap places, showing up in different regions of amphibia, you'll have to figure out how to survive without using the girls' journeys as an example.

(300) Cousin Stanley: Congrats you somehow brought a family member with you jumper! At least I think he's family? I don't do background checks okay, point is he'll be holed up in your warehouse for the jump mooching off of all your stuff in there, using up everything he can get his hands on. If you toss him out he'll just be back next week, but hey I'm sure you missed your family.

(300) Wanna Hear About The Jumper Who Probably Just Made A Bad Decision?: Outside forces are not to be trusted jumper, any and all powers that require outside interference; divine powers, luck, etc. etc. Will likely trick and lead you astray into the absolute worst choices possible to make. You don't even need to be gullible; any deals will just shaft you to the point that you could end up trapped in wax for some minor amount of information.

(300) Did You Kill A Man Jumper?: Maybe you did, maybe you didn't. But now Hop Pop is gunning to kill you whenever you set foot in the Bizarre Bazaar, he's stronger, faster, and has the respect and fear of everyone in the Bazaar. And don't think you can just avoid the Bazaar; you'll find a reason that you need to enter it at least once a year.

(400) Ribbit, Ribbit, Jump On It: So you've found yourself in the wild unknown once more. Well just to make things harder on you you're now entirely normal in this crazy world. No powers, no warehouse, only your wits and adventurous spirit! Life won't get much crazier so explore this wonderful world to your heart's content.

Scenarios

The Herons

The two Herons are horrifying Frog eating birds that are larger than Toad Tower. They can fly and easily smash through stone structures. These beasts burned a town to the ground once, and even stood against a portion of the United States military for a short time. Now it's your job to subdue them, the Plantars will be paralyzed with fear at the mere sight of them and will be unable to fight. Having killed Polly and Sprigs parents, they need to take their vengeance on these birds. Should you manage to subdue the Herons and talk the Plantars out of their fear coma enough to take their revenge then you'll gain a special perk.

Reward: You will learn a special combat technique developed in the golden age of Newtopia by the founder of the Plantar family.

The Dance: You know the plantar family hunting dance, it's said to mesmerize any creature that sees it, and has been used for hunting for generations. While it may appear ridiculous at first glance it is a powerful weapon being able to hypnotize animals into doing your bidding, and dazing sentients that watch it.

Additionally if you somehow manage to satisfy the Plantars need for revenge without killing the Herons, you may take the two creatures with you as pets.



Calamity Troubles

*Three stars burning bright, come from beyond to expel the light
Should they fight, or embrace the fall
Their choice will determine the fate of all*

Well jumper you've done it now. You've fucked up a prophecy, well not really the prophecy is still the same. What you did was obliterate any chance of a successful reunion between the three girls. All of the betrayals and fights? Yeah no amount of sincere apologies are going to fix it. And it needs to be fixed. That's your job now, you need to ensure that the Calamity Trio will work together by either solving their issues or by making them willing to look past their own problems if you specifically asked them to. However you do this is up to you; therapy, marriage, dark arts. It doesn't matter, the only things you can't use are mind control or reality warping.

Reward: Not only do you get to take the Calamity Trio along with you as Companions, they also share a single companion slot. On top of this you will be given the full powers of all three calamity gems which boosts the strength of each threefold, you'll also be able to maintain this power without dying.



Core Restored

The Core is a hive intelligence composed of the brightest minds that Newtopia had to offer, it was seen as a godlike advisor to the royal family, helping the leviathan dynasty keep amphibia together for thousands of years. And now its sights are set on you, you can bring Newtopia to new heights by releasing them from the limits of the calamity box. You have two options here jumper, you can either become the new host for the core and try to retain your sense of self among the thousands of other minds within by doing things the core approves of. Or you can hunt down the Calamity Trio and present them to the core as a new set of bodies, should you choose this path the core will bring you into its consciousness to help it assimilate the calamity trio, you will have to help break them down until they become evil versions of themselves.

Host Rewards: Maintaining your individuality in a sea of others is quite the feat, more over you've managed to gain their respect. The core will now accompany you as a hive of mental advisors for you to access on a whim, you'll never be alone and you'll know everything they know. Additionally you'll be able to assimilate others into this digital realm in future worlds, anyone assimilated will count as a follower as they cannot physically be present in a jump.

Trio Rewards: For bringing Anne, Marcy, and Sasha to the Core and for helping assimilate them, they will come with you on future adventures, not as their original selves but instead much like Darcy, the darker versions shall accompany you. They do not have access to their calamity powers but they do know every form of combat and have upgraded armor, so that it doesn't have the same weakness as Darcy's. The three of them take up a single companion slot.

I think I actually love this swamp!

So you want to stay? You'll find a way to start again jumper, just brush the dirt off and go make some new friends. Enjoy your new life in Amphibia!

It's a portal to another dimension!

Off on another adventure? Well sticking in one place for too long can get a bit stale, say goodbye and we'll send you off to your next jump.

Home sweet home

I see, the family oriented nature of the Plantars and Boonchuys has filled you with a longing for home. I'll open a portal to send you there right away, enjoy your time with your family.

Notes:

Your Basic Artificer Rogue: This basically grants you the abilities marcy demonstrated when she first appeared. You can easily scout locations, find new and exciting uses for unknown flora and fauna, with relative safety. And in general you're capable of making things on the fly that you might need.

Technopathy: Depending upon the nature of the technology; how advanced it is, the coding language etc. you may have an easier or harder time controlling it. As a rule of thumb tech that the general public has access to are incredibly easy to control, tech that would require corporate or government access is harder, and something on the level of nuclear launch codes would be very difficult but still possible.

Calamity Gem Connection: The fourth calamity gem given to the jumper isn't anything special among the gems, it only has the basic powers that all gems have, and the inherent knowledge of how to use it. All gems come with the basic powers of a super form, flight, the creation of energy constructs, and super strength/agility/durability/speed. You're basically a discount green lantern powered by a magic rock.

The Calamity Trio: You can get the trio three times over in this jump, how you want this to work is really up to you, there's no limit on the scenarios, only that you're able to make them work together if you take them. As for the actual trio you can choose to have them all be separate or merge together retaining their abilities and personalities.

Magic Perks: The magic in the show is not explained in depth, there's apparently some kind of ranking system, and magic users are rare despite how easily accessible magical knowledge is. As such the Eldritch Magics perk should be seen as being as skilled as Maddie but with a wider breadth of knowledge, and the Lizardry perk should be seen as being classically trained specifically in magic that's less well known.

Types of Magic

Curses: Magic that seems to be somewhat alchemical, they're bags full of various ingredients that when thrown at the target, curse them, to be transformed into something else.

Potions: These mixtures seem to have a variety of effects from mind control to growing plants, to just straight up pharmaceuticals.

Summoning: Even Hop Pop found a way to summon a horrible monster, it's safe to say that it doesn't take a lot to find this kind of magic. That being said, you don't control any creatures you summon, and it's more like inviting the monster to your specific location. It also seems to take a lot of skill to summon something directly to you and as such object summoning will fall under the Lizardry perk.

Teleportation: Much like object summoning it seems that either there needs to be pre-prepared locations for teleporting, or it would require greater control than a novice has.

Mind Reading: Not very well explained in the show, and more extrapolation than anything. I can't see this being much more powerful than Legilimency, just without the required eye contact.

Necromancy: This seems more like Frankenstein than pure magic. While a novice can do this, there's a reason it would've put Maddie at a higher level if she succeeded. To bring a creature fully back from the dead is difficult and for those who are poorly trained they may not come back properly.

Property Items: All items that would be considered properties or locations may, post-jump, be either warehouse attachments or placed in the world of the jump at your discretion.