



Thunder! THUNDER! THUNDERCATS HO!!!

The planet Thundera, famous for its beauty, magic and wealth, has been destroyed. The surviving nobles, called Thundercats, flee on a spaceship, but are hunted by their old enemies the bestial barbarians called Mutants, their fighting causing both ships to crash in the planet named Third Earth. In the Third Earth the Ancient Spirits of Evil have awakened the Mummy sorcerer Mumm-Ra and tasked him with taking the thunderans greatest magical treasure the Sword of Omens.

As the Thundercats awaken, their leader, 12 years old prince Lion-O awakens to find his cryogenic capsule had failed and his body has aged to his twenties, his mentor Jaga dead, and himself bearing the burden of leading the thundercats through all the dangers this new world will bring.

This is the moment where you come in Jumper. Will you help Lion-O in his quest for survival, will you join Mumm-Ra and the Mutants to dominate this new world, or will you explore this new

world? Whatever way you go, you'll be here for the next ten years, so here's 1000 CP to give you a start.

Identity

Origin

Drop-In

You wake up in the wreck of a ship, with no new memories to cloud your mind or contacts to help find a safe place.

Thundercat (200)

You wake from stasis with the other thundercats to find the young prince has aged in his cryo-sleep, but his mind remains that of an infant.

Criminal

A criminal summoned by Mumm-Ra to attack the Thundercats, under the promise of riches and power.

Mutant

You arrive with the main group of mutants who came after the royals of Thundera. Better pretend you're working before Slither finds something for you to do.

Your starting age is 18+1d8 and your gender stays the same as before. You can pay 50 CP to change either or 100 CP to change both.

Race

Thunderan

Cat-like humanoids from the planet Thundera, while only a couple of thunderans survive in the main ship many other refugees have managed to escape too. While stronger and faster than the average human, they have a distinct weakness to the mineral thundrainium

Human

Humans live not only in villages and small settlements around Third Earth, like the Warrior Maidens, but also in other planets and many of them are part of the Interplanetary Control Force.

Plun-Darrian

The mutants of the planet Plun-Darr, barbarians who have been fighting every race they've found since they managed to reach space. They've been particularly hostile against the Thunderans since they destroyed Plun-Darr and have finally managed to destroy Thundera completely on purpose.

Snowmen

A white furred race of ape-men, resistant to cold and very strong, living in the frigid top of Hook Mountain Third Earth.

Tuska

These anthropomorphic walruses are one of the many indigenous beings that inhabit Third Earth. They live in an area of Third Earth known as Tuskania, which is the source of the River of Despair. The Tusks are courageous fighters and will take on any enemy who threatens them head on. They are armed with special guns which can fire explosive charges. When not fighting, the Tusks are gentle and friendly by nature.

Berbil, Wollo or Bolkin

You can also choose to become a Berbil, a robotic teddy bear who still needs to eat organic foods, a halfling sized dog faced pacifistic Wollo usually enslaved and forced to do menial jobs for the Mutants until saved by the Thundercats, or the poor sheep-man Bolkin, also continually enslaved by mutants and freed by thundercats.

Location

Roll 1d8 or pay 100 CP to choose your starting location.

1. Cats Lair: You awake near the recently built Thundercats headquarters. Shaped like a cat, this mighty fortress boasts a vast array of weaponry and defense mechanisms. It also has numerous rooms. The Cats Lair was designed by Tygra and constructed with the help of the Berbils. You can choose this for free if you take the Thundercat origin.

2. Castle Plun-Darr: Castle Plun-Darr is the home and base of operations of the Mutants. The design for the castle is in the shape of a bat-like creature whose wings are designed to fold inwards to provide a double-shield to the main entrance. It is also surrounded by a moat, filled with water infused with Phospor-R, that glows when disturbed. You can choose this for free if you take the Mutant origin.

3. The Black Pyramid: A black stone pyramid surrounded by four obelisks, this is the home of Mumm-Ra. Apart from the central chamber which houses the Ancient Spirits of Evil, Mumm-Ra's sarcophagus and his magical cauldron, the pyramid has numerous hidden chambers including Mumm-Ra's Treasure Chamber.

4. Treetop Kingdom: Treetop Kingdom is a large network of tree homes in the forest of Third Earth. It is the home of the Warrior Maidens, a tribe of amazonian women who are master archers and huntresses. The Treetop Kingdom has often come under attack from the Mutants, because it is located between Castle Plun-Darr and the Cats Lair.

5. Castle of the Snowmen: Castle of the Snowmen is a palace made entirely of ice and rock located on top of Hook Mountain on Third Earth. It is the home of the Snowman and his cat Snowmeow. The castle has many chambers and even a secret underground dungeon.

6. Berbill Village: The village of the Berbils, where they grow their delicious Berbil Fruits, including meat fruits, bread fruits and candy fruits. This village is fairly near to the Cats Lair and the Treetop Kingdom.

7. On the shores of the River of Despair: The longest and biggest river of Third Earth this river originates from Tuskania, passes through the Unicorn Forest, the Pit of the Netherwitch and ends in Whirlpool of Infinity.

8. Lucky crash. You can choose any place in Third Earth as your starting location, including such lovely choices as the Acid Lake, Mount Anguish, the Valley of Chains, the Forest of Silence, the Maze of Infinity, the Field of Daggers or the Desert of Lava Geysers.

Perks

100 CP perks are free and all others are discounted for their origin

Drop In

Third Earth Survivor (100)

In a world with places like the Maze of Infinity, the Desert of Lava Geysers, the Forest of Giant Insects and the Baleful Swamp, you need to know how to traverse and survive some really extreme environments. With this with this perk not only you become a master survivalist capable of scraping a living for yourself and an entire tribe of people in any place you decide to settle, but you can quickly adapt and learn about the flora, fauna and hazards of any natural place you go.

Protected (200)

Something about you just seems innocent, wholesome, worthy of protecting. This increase in charisma makes heroic people want to protect you and your village, and makes even villains have a moment of hesitation before killing you. While this perk makes it harder to intimidate people it can be useful to distract others from any nefarious plans you might have. This perk loses its effect on anyone who sees you committing an act they would condemn as evil or who see you exhibit more power than they themselves have. You can also toggle this perk off when you need to intimidate or insult someone.

Cyborg (400)

You have replaced parts of your body with mechanical equivalents. You can replace up to half your body with robotic parts, stronger than their organic versions. You can also trade one of your hands for a claw, drill or blade.

Sorcery (600)

You have learned the basics of magic, while the magic from this world is not particularly impressive in combat it is excellent at creating illusions and transformations as well as conjuring things and people and several types of divination and remote viewing.

Thundercat

Combat Training (100)

As a noble thundercat warrior you are trained in hand to hand, melee weapons and ancient projectile weapons like slingshots and bows. You can also choose one specific weapon, your skill in that weapon increases to that of a master.

Blessing of the Eye of Thundera (200)

As a Thundercat you may have a superpower, this power starts as taxing to use but can be trained until it can be used with little effort.

Examples of initial powers include Strength enough to lift a tank; The ability to run at around 130 miles per hour; Super senses similar to Daredevil; The ability to sense dangers and receive visions from the past or the future; The ability to create magical illusions.

Code of Thundera (400)

Justice. Truth. Honor. Loyalty. This is the Code of Thundera followed by the Thundercats. As long as you follow this code you have the ability to tell if someone you meet follows a similar code of honor, if they are being tricked to act against their own code and you have an easier time to make them realize you are honorable and that they may have been fooled by others. You are also much harder to trick into acting against your own code and your willpower increases greatly when working against brainwashing or compulsions that would force you to break your code. After this jump you can swear to a different code to follow, but it has to be a somewhat rigid code of honor, even if an evil one such as a pirates code or assassins code. You can change your code at the beginning of each jump or once every ten years after you spark. You can also choose to not follow any code of conduct but you lose this perk until you can swear a new code.

Call of the Thundercat (600)

With a mighty shout you can call a battlecry, bolstering any allies that hear and choose to answer it. This call gives all responding allies a great boost to strength, stamina, speed and intelligence for the next few minutes. This boost is increased if your allies believe you need to be saved or rescued or if you have the Eye of Thundera, with both increases stacking. This call can affect entire armies as long as all of your soldiers can hear you. Keep in mind that this boost is very taxing on your followers and using it more than once a day might be harmful to them.

Criminal

Safari Jumper (100)

You become a master hunter and tracker, capable of following a foe through any terrain. You also become much better at finding information about the foes you hunt, extrapolating from that info to uncover their weaknesses and making plans to defeat and capture them.

Master of Deception (200)

You become a master of disguises and lies. It doesn't matter if you use shapeshifting, illusion or regular disguises, your disguises and acting skills, become much better to the point you can walk into your enemies fortress and out again without raising alarm. Your ability to lie and con people improves too to the point you can convince your former nemesis to attack your new nemesis.

Doomgaze (400)

You gain an incredible mastery of hypnosis, capable of hypnotizing anyone who looks into your eyes and only someone with amazing willpower, higher even than the average shounen protagonist can resist. You can only keep one hypnotized pawn from this ability. When using this or other abilities to hypnotize and mind control people those attracted to your gender find it even harder to resist your abilities and you also gain an instinctive knowledge of what commands might allow the controlled person an extra burst of resistance.

Jumper the Ever Living (600)

Once per week, you can call on the ancient spirits of ____ to grant you a powerful transformation. While transformed as the Ever Jumping (or other Ever title of your preference) you gain a boost in strength and toughness and to all your magical abilities. You also revert to a young adult form if you are older, or become an adult if you are a child, and the effects of any poison, disease or curse are suppressed. You can stay in this form for several hours or until you are confronted with your phobia or magic limiter drawbacks, if you have those. This ability is replenished every saturday morning, or the closest equivalent in other jumps.

Mutant

Plun-Darrian Hierarchy (100)

The strong rule and the weak obey, treachery is just a method of advancement and this is how the plun-darrians work. Now you have learned to work with this and how to exploit. You know well how much punishment, humiliation and backbreaking labor you can subject your subordinates before they decide to mutiny and how much insubordination, goofing off and insult you can throw at your superiors before you get anything more than a reprimand. You also find that organizations you belong are much more lenient with anything you do in a bid to power. As long as you don't kill, maim or completely destroy the life of someone still in the group, even if your attempt fails and you go back to your previous position. You might get some mockery from others and a short-lived grudge from the superior you tried to replace but you won't be killed, fired, or even demoted. And if you do succeed at your bid for power you find your superiors and new coworkers don't feel threatened but instead admire your cunning and dedication.

Unrelenting Will (200)

Your willpower increases several fold, to the point you can be beaten, humiliated, tricked and defeated, time and time again, without ever backing down or giving up. In fact, defeat just makes you want to try even harder. As long as you have a goal to strive for, you will never lose motivation or give up, and even mind control can't make you give up on your goals.

Mad Magitech (400)

Like Vultureman you have a brilliant mind, not only for science and engineering, being able to repair spaceships and creating weapons, but you also understand the basics of alchemy and magic, enough to incorporate them in your inventions.

Elite Mutant General (600)

Despite what Slythes group of incompetents may lead you to believe, the Mutants were considered a powerful and ruthless race, waging war against any and all other they met. And you are proof of that, a well trained soldier capable of going toe-to-toe with a Thundercat and with great tactical and strategic skills to back your fighting skills.

Items

Drop-In

Veins of Thundrillium and Thundrainium (100)

Two veins of metallic substance appear in your warehouse ready to mine. Thundrillium looks like gold but is much heavier and can be used as a source of fuel generating large amounts of power. Thundrainium is very volatile and makes for powerful explosives, but is also really difficult to mine without exploding. Thundrainium also emits a radiation that is deadly to thunderans and when it explodes it releases a gas that is very poisonous to thunderans, making it very valuable to their enemies.

Lies Translator (200)

A pocket size magitech device that can record the words someone says, but when replayed it plays what the person was really thinking in their own voice.

Spaceship (400)

A spaceship capable of housing several dozen people and achieving faster than light flight, good for interstellar flight but it still isn't fast enough to make intergalactic flight without losing a few years. It does come with a full complement of stasis pods to stop aging in case of intergalactic flight. You can import a spaceship to gain these abilities.

Unicorn Ring (600)

A ring created by a generous unicorn in appreciation for something you did, it allows the wearer to teleport to anywhere he can see, breath underwater, and calm nearby animals. It also improves the poison resistance and healing ability of the wearer.

Golden Helmet of Phar-Noor (800)

An egyptian headdress that greatly increases all magical and mental powers of the wearer. It particularly increases the ability to dominate the minds of others to the point where it cannot be dispelled or broken until the caster stops wearing the helmet.

Thundercat

Thunderan Weapon (100)

You gain a melee weapon or ancient projectile weapon (something like a sling or bow, but not anything more complex than a crossbow). It gains two options from the list below. You can instead import a weapon you have to gain these upgrades

- The weapon can shrink to a smaller more portable and concealable version and then grow again back to fighting size. A sword can be made into a dagger, a bo staff can shrink into a small stick that fits a bracer, a whip can retract until it's only a hilt.

- The weapon integrates a space for alchemical ammunitions. A sling or slingshot can shoot them like bullets without accidentally breaking them, a nunchuck can be made to shoot their effects

- The weapon can shoot a kinetic laser with variable force, between the punch of a normal punch and as much as you can punch

- The weapon can be enchanted with a small spell, like creating a fireball when striking in a special way or making the user invisible to normal vision

Alchemical Pellets (200)

A pouch containing a variety of alchemical pellets including pepper bombs, smoke bombs, knockout gas, flash bombs, grease pellets, bubble screens, and even inflatable rafts and realistic creatures. It also comes with a book on how to make more with a surprisingly simple and easy to find ingredients.

Claw Shield (200)

A golden gauntlet strong enough to be used as a shield, capable of blocking magically sharp swords and deflecting energy blasts, with sharp claws at the end of the fingers. It also includes a short sword scabbard inside and the knuckles of the claw can be shot as grappling hooks each with a several dozen feet of thin but very strong line. The gauntlet is also polished enough one can use it as a mirror. You can import a shield or gauntlet you already have to gain these abilities and alternate form.

Spaceboards (400)

Two flying vehicles that look like surfboards. The boards can fly at great speeds and are very maneuverable, but their maximum attitude is limited. The boards can hover stationary and are armored enough they can be used as shields if necessary.

Thunder Tank (400)

A copy of Panthros beloved tank, this beauty is faster than it would seem, has four laser cannons to shoot at enemies and moving jaws to bite enemies stupid enough to get in front of it. It's claws can help it climb anything but the sheerest walls and for that it has two grappling line cannons. If that is not enough it also has a drill mode and a submarine aquatic mode. You can import a different tank or large enough car to fuse with the Thunder Tank.

Thunderian Stone Giant (600)

A pair of gigantic thundercat shaped golems, with all the strength and toughness that implies and capable of teleporting dozens of foots at a time. These golems are capable protectors capable of understanding simple orders and recognizing people as part of a group by a uniform or insignia.

Cats Lair (600)

A giant palace shaped like a cat, with many rooms and several in-built weapons, including several laser cannons. It can attach to your warehouse after this jump, or appear in a location of your choice at the begin of each jump.

Sword of Omens (1000)

A Jump-chan provided copy of the Sword of Omens and Eye of Thundera. This powerful sword can cut through anything, can shoot lasers from punching force to blow up boulders, can fly back to the hand of its owner when called, by calling on the eye of thundera to give sight beyond sight giving the owner remote viewing with true sight. The Eye can send a sign empowering any companions or followers the jumper have that see it, can control the weather on a planetary scale, can create energy constructs, like a pole to pole vault or panther to attack enemies, can shot an energy beam capable of healing wounds, breaking curses and repairing objects.

The sword also has a rudimentary conscience, capable of sensing danger and alerting its owner, capable of sensing if someone is worthy of using it and sometimes it can even take action when its owner is in danger such as flying to his hand uncalled or creating an energy construct to protect him.

The signal projected by the Eye of Thundera affects all allies that see it and the visual projection can burrow through walls to reach the sky. While this ability has an effect similar to the Thundercat Call perk the effect is somewhat weaker. If you have the perk you can use the signal to use the perks effects.

For all its powers the sword has a few weaknesses: Most of its powers can be blocked if the Eye is blinded or covered, the sword can only be used by those of a good heart, the sword cannot be used against a thunderan and most importantly the sword is NOT indestructible. In fact it has the same resistance as a normal steel sword and it can break itself if used against a

thunderan or by an evil person and as long as the blade is broken the powers of the eye can't be used either. The sword can be reforged by a good smith without losing any power as long as the Eye itself is not damaged.

You can import another sword into this item giving it the powers and the sword as a alt-form to the weapon. The Eye of Thundera becomes part of the design of any other sword when you try to use its powers. After this jump you can personalize the images it shows instead of the cats eye and cats head.

Criminal

Gravity Carbine (100)

A cannon looking energy gun that alters the gravitational force on the target it hits either increasing it to crush them to the ground or diminishing it to send the target flying until it wears off.

Warp Gas Grenade (200)

A pouch with six grenades, when thrown these grenades release a gas that inverts the personality of those who breath it. The may make a courageous person timid and cowardly, a cunning fighter trusting and naive, or a peaceful person into a raging berserker. What aspect of the personality is changed is somewhat random, but it tends to what are the most prominent traits of each person. Once used the pouch replenishes one grenade a day.

Golden Sphere of Seti (400)

A solid orb of gold the size of a soccer ball, this orbs greatly increases the magical powers of those that hold it but fills them with greed and evil.

Grey Pyramid (600)

Your own pyramid, similar to those of Mumm-Ra and Mumm-Rana, surrounded by four obelisks and with multiple secret chambers inside. It also comes with a sarcophagus or altar where you can rest and replenish magical energies quickly and a cauldron full of mystical waters that enhances your divination and conjuration spells. It can attach to your warehouse after this jump, or appear in a location of your choice at the begin of each jump.

Morgors Scythe (800)

A two handed black scythe capable of shooting energy bolts and flame blasts, capable of absorbing energy blasts and changing in size together with the owner. The scythe is also a powerful magical focus, nearly indestructible and sharp to cut stone. You can also import a weapon you have to gain these abilities.

Mutant

Plun-Darrian Shield (100)

This is a small shield with an animal face of your choice in it. Besides being a well made shield it is also reinforced for bashing people in the face with it and can shoot small cannonballs out of the animal face. You can import another shield into this option to give it this ability and an alternate form. For an extra undiscounted 100 CP you can also import a gun that shoots cannonballs, grenades, missiles or similar objects if you want more firepower, although it will have slower fire rate and less range than it had as a gun. After this jump it'll be able to change between gun form and the shield form at will.

Shifter (200)

This bulky magitech sniper rifle can shoot a blue energy ball that splits in two and surround two enemies switching their minds. The switch bolt has been pre configured with two targets, in which case it has a range of several miles, can swerve and turn to keep with targets that attempt to dodge and go through walls. The shifter can also be used as a regular, if unwieldy, laser rifle.

Rats Eyes (400)

Two sai daggers capable of shooting energy beams and deflecting enemy fire, they also grant their user a powerful telekinetic ability, allowing him to grab and throw opponents. You can import a pair of weapons you have to gain these abilities.

Superpower Potion (600)

A vial of potion that gives the drinker great strength, toughness, flight, resistance to magic, the ability to see the invisible, and the ability to shoot telekinetic beams, paralyzing beams or hypnotic rays from their eyes. The only downside is that the potion only lasts for a few hours. Once used you receive a new vial after a week.

Plun-Darrian Warbot (800)

A gigantic four legged robot with enormous claws for hands. It is immune to fire, heavily armored even being able to resist the Sword of Omens, capable of absorbing energy attacks and send back any energy attacks it has absorbed. It can transform its claws into powerful drills to break any obstacles in its path, shoot a petrifying laser from its chest, heat its armor until it becomes red hot and shoot alchemical chains that bind themselves to metal or stone making it impossible to move around. Its only weakness is a small red glass disc located at the bottom of one of its feet.

Companions

Import (50/300) You can import one or more companions for 50 CP each or up to 8 companions for 300 CP. Each companion gains an origin, race and 600 CP to spend on their own perks.

Canon Companion (50/200) For 50 CP you can take a Companion such as an Amazon, Mutant or someone of that power level. For 200 you can bring someone powerful like a Thundercat, Mumm-Ra or Mumm-Rana. Keep in mind that no Thundercat will want to go without Lion-O allowing, and Lion-O will not go unless you have some way to bring the entire New Thundera planet and all it's thunderan inhabitants along. He will not abandon his people. If you can somehow do that you gain all the other Thundercats as followers for free.

Drawbacks

Crossover Continuity (+0)

By taking this toggle you make sure that the universe of Thundercats is in the same local multiverse as He-Man and a couple of DC universes. This guarantees that at some point in the last five years of your stay you will get to participate in the Thundercats/Superman and Thundercats/He-Man crossovers. Even if you can somehow travel the local multiverse under your own power you cannot take any characters or items from those universes with you.

Phobia (+100)

You have a single phobia, something that can send you running at the mere sight of it. You will need to rest at least a few hours in your base before you even have the courage to go outside again. You can change what your phobia is, but it has to be something fairly common, like your own reflection, an animal species, the number 13, or certain sounds, and you'll forget what his phobia is at the start of the jump.

Code Bound (+100)

Justice. Truth. Honor. Loyalty. This is the Code of Thundera. And now it's your code too, at least for the duration of this jump, and you will have to follow it. You don't have to be lawful stupid about it, but for the next ten years you will have to act as much like a paladin as possible, and any time you have to go against this code you will suffer a debilitating bout of depression and weakness.

Plun-Darrian Methods (+100)

For the duration of this jump, you and any organization or group will act like a plun-darrian group. You'll feel the need to betray and attack your superiors in order to take their place, while being an aggressive tyrant to your inferiors. And expect the same thing from everybody else, including any companions.

Disability (+200)

You have suffered a bad accident jumper. You seem to have lost an arm, or a leg, maybe both eyes or the hearing of both ears. No matter which it is, you'll find that no magic or power will be able to heal it and even cybernetics will refuse to take.

Magic Limiter (+200)

Certain limits have been imposed on you jumper. Like Mumm-Rana you are connected to a place, and the longer you stay away from this place the faster your magic and other supernatural powers drain to the point it might even drain your life force after a few days away.

Incompetence (+300/+600)

Your ability to plan becomes severely impaired, your luck turns for the worse more often than not and your attention span and patience shrink to that of the average mutant. For 300 this is the Snarf version, mostly just an annoyance, it won't affect your combat capabilities, but two kids would be able to foil your long term plans and escape any prison you watch over, and your comrades and companions will only do some friendly mocking at your expense. For 600 you get the Monkian version, and you'll find your problems affecting even combat, it will take a lot of work and effort to keep up with other warriors, your enemies will mock you relentlessly and even your companions will become exasperated by your shenanigans.

Summoned By Mumm-Ra (+400)

Instead of awakening where you rolled, you awake in Mumm-Ra's pyramid having forgotten all about your past outside his jump, and all you know about Thundercats. If you're Drop-In you start as a complete amnesiac. Mumm-Ra easily convinces you to attack the Thundercats and bring him the Sword of Omens. To make things fair for poor Lion-O all your powers and perks from outside this jump are locked until you either deliver the sword to Mumm-Ra or Lion-O convinces you to become his friend.

Protector of the Prince (+400)

Now the fate of your chain is tied to Lion-O. If he dies, gives up on being a good king for the thunderans, or if the Sword of Omens is broken beyond repair or taken by Mumm-Ra, your chain ends and you're sent back home as if you had died. To make matters worse the Mutants gain a

boost in competence, everybody is unchained from cartoon laws and can use lethal force and Mumm-Ra now knows a ritual that will allow him to dominate the Eye of Thundera.

Spirits of Evil (+600)

The Spirits of Evil know what you are Jumper, and they want your power. Initially Mumm-Ra will divide his attention between you and the Sword of Omens, but he will soon focus on you and only you. Not only will he summon stronger and stronger people to fight you, even enemies from past jumps who might know some of the tricks you haven't shown here, but the Spirits of Evil will grant him more and more power until he can fight you at full power.

SNARF! (+600)

Your race for this jump is set as a snarf, a small, ugly, annoying creature with a, snarf, very unusual, snarf, verbal, snarf, tick. Not only your small weak body hampers your physical skills, but your appearance hinders all attempts to charm, intimidate or otherwise use your charisma. And no one, not even people who witness it, will give you much credit for any victory you do manage to get. Worst of all, you will know for the rest of your chain that you have a snarf alt-form. Are the points really that important Jumper?

Ending

After 10 years of adventure you have a choice:

Go Home

Stay Here

Move On

Notes:

Protected can be turned on again on an individual if you use a little bit of memory wiping, or maybe some really good disguise.

If you import a sentient sword into the Sword of Omens it can decide on a different category for those who can and can't use it. At the same time importing a sentient sword here also has a good chance of shifting its personality to be more good-aligned and/or honorable.