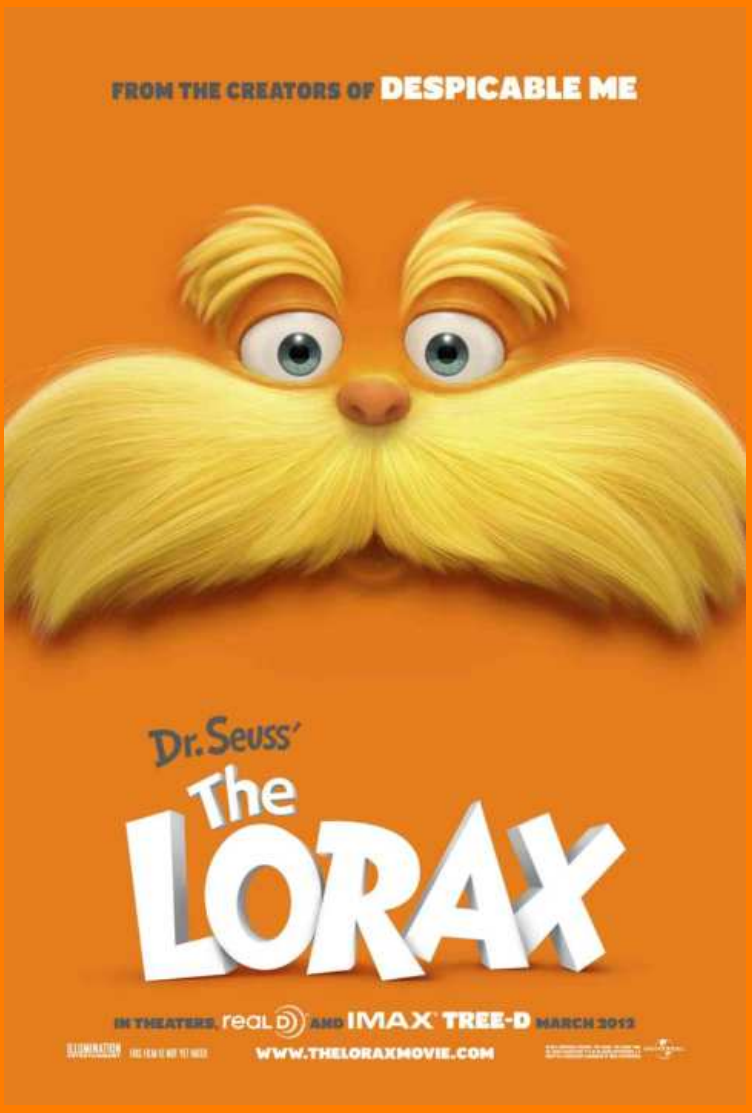


The Lorax (2012) Jump
v1.0

by Masked Dusk

In a world that was plastic and fake lived a certain town that liked it that way. Where not a living tree was around. Sounds like a nightmare doesn't it?

Or perhaps you arrive a little earlier. When a certain man wondering about the world ends up finding paradise. Only to eventually bring about its ruin for a profit margin.

This is the World of the Lorax. A post-apocalyptic environmental disaster, or a paradise about to face its greatest threat. You will spend 10 years here one way or another.

Take **1000 Choice Points** to fund your adventures.

Starting Location

*Feel free to pick a location and time you arrive in. With how this story is told through flashbacks it's easier to cut through things a bit. Roll a **1d5** to determine where you start and get +100 CP.*

Truffula Valley (Pre Once-ler)
You arrived a day or so before the Once-ler arrived in the valley covered in Truffula Trees, lush green grass, clean air, fresh water and friendly forest critters who wouldn't mind joining in on a musical number. Assuming you don't accidentally almost kill them with your antics first and even after as long as you can bribe them with marshmellows things will go great!

Greenville
A small town that is near the Truffula Valley and its lush forest. It's your pretty average down with people just going about their lives, caught up with their own business. Yet things will change within the coming weeks if events play out that will lead to its renaming.

The Wasteland formerly known as Truffula Valley
Grey and lifeless dirt. Hundreds if not thousands of stumps left to rot. Polluted grey skies and sludge covered waterways. Machines left to rust under grey skies where they were abandoned by man once they saw nothing left they could take. Nothing can grow here. Nothing lives here. Except for one man who has spent years alone with regrets. He can tell you what happened. And if you are not willing to pay his price, in a day's time a boy will arrive who will ask for the Once-ler's story. Not that you can really tell how long that will be easily with how the sun is blocked by grey clouds.

Thneedville
An artificial city surrounded by walls. Within the city the most powerful and richest man sells bottled air. Keeping his citizens ignorant as the money keeps flowing off just what rests outside of his walls that he has eyes on each and every corner of. You arrive a day before Ted decides to leave, becoming the first and only to leave in many, many years.

Free Pick.
You are free to choose where you choose from the available options. If you expand things to other settings in this wider world feel free to pick them too.

Age and Gender

You need to roll your age using the following based on your origin. You can pick your age unless you take a drawback to determine it. Note: The Boy is around 12, Greed-ler depending on where they are from is between 20-70 years old, and the Guardian of the Forest is centuries old.
By default your gender is whatever you were previously.
It is **50 CP** each to freely choose your own gender.

Origins

Any origin chosen here can be used for a Drop-In option.



The Boy [Free]
Or the Girl we don't really care about which gender you're going with this jump. Simply put you are someone who lived in this world and learned from the past mistakes. You learned of Unless and it's powerful meaning about how unless someone really cares, nothing will change. Maybe you are that change…





Greed-ler [Free]
You are an embodiment of what it means to be a CEO of a big business. You might have come from humble roots once. Yet your pursuit of money and wealth has blinded you to what really matters. All you care about is biggering and biggering and not about the cost your product has on the land. Maybe you will change…but not without a big shock.



Guardian of the Forest [100 CP]
You speak for the Trees. You care deeply for nature and all its inhabitants. You can understand nature in a way that most cannot comprehend. It's a gift and yet also a heavy burden that is on your shoulders to help change the world for the better.

Race



Human [Free]
Your run of the mill human who can survive a polluted wasteland even if your body hates it. You can ignore it and live in pretty much a dump.



The Lorax [Exclusive for Guaridan of the Forest - Free but Optional]
You look like a small orange furred man with a great mustache. Kind of like a short missing link of some sort twisted and thought up in the mind of Dr. Seus. You possess an ageless immortal body as well as a link to nature and the forest and powerful magic resting deep inside of you. In theory you could use it to force change in the world. Though that's not how it works. The truth is you can only guide people to making better choices. Though you do have powers such as appearing out of a stump that's been cut down anywhere in the world, self levitation and an ageless nature that makes it so that you cannot die of old age. This becomes an Alt Form after this Jump.

Bar-ba-loots [+100 CP]
You are a short and cute species of bear. You're shorter than the average human child with even the biggest not much bigger. If you cannot find food then you will need to leave and try to find something to fill your belly.

Swomee-Swans [+100 CP]
You are a bird with a very melodious singing voice who can fly. The problem is that if the air gets polluted you cannot sing at all and must move on to find somewhere else to live. Hopefully.



Humming Fish [+100 CP]
You are one of the singing fish who swim during this jump. Unlike normal fish you are amphibious and can actually breathe outside of water and walk a bit, just not fast and it's very uncomfortable after a while. You cannot stand polluted water though and will have to leave if your home gets messed up.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.



General [Undiscounted]

Na, na, na-na-na! [Free / 50 CP to Keep]
Everyone seems to have a pretty good voice behind them. From the Once-ler able to break out into song and lead the forest critters upon arriving in a Valley he never seen before, to random people on the street joining in on the big musical number. Now you and everyone that joins in on your song has a good voice, and ability to follow along with songs.

Guitar Man [50 CP]
You are VERY skilled at the guitar. You can jam on the road with an acoustic, or rock out with an electric. If it's a guitar you can play it well! Not great, sure, but you pick up how to use completely unfamiliar guitar songs pretty fast and can learn to play them to concert/ movie quality levels faster than most.



And Now I Glow! [Free / 50 CP to Keep]
People and animals in this setting are very resistant to hazardous materials. A boy went swimming and started glowing after. Fish got coated in sludge and could still walk it off to find somewhere else to live. Once-ler spent years living in a wasteland without any fresh air. All without harmful sideffects. Now you are VERY resistant to environmental toxins, pollution, poisons and radiation to the point that the few side effects that show up are not inherently deadly or harmful. Spend 50 CP to keep this in future jumps.

Irrational Sense of Optimism [50 CP]
You just know that things will go your way eventually. You just have to keep trying, trying, trying and TRYING some more! Gives you the spirit to never give up! *Even when you probably should have.* It takes a LOT before you give up on something and even then it doesn't break your spirit.



My Name's Cy [100 CP]
Even when faced with a lot of pressure from people who want you to support them. Even in the face of threats such as losing your job. You can see a situation for what it is and act in the best interest for the community you care for over your own fears and personal desires. In the end you will always stay true to yourself.

Let It Grow! [Free / 100 CP to Keep]
Something pretty wonderful no matter how damaged the environment is. Somehow they are able to start the process of regrowing and restoring a place in a short time. All starting from a single seed. Now if you take this with you in future jumps. You can apply it to a setting, letting nature take back wastelands that cannot support life. You don't even have to do anything. Just let it grow and it won't even hassle someone's house or city, unless you want it to. This is toggleable.



Dramatic Flashbacks [100 CP]
Telling a story is good and all, but frankly this movie would have been a lot more boring if the audience only saw an old man talking to a boy. Now when you tell a story you can make a dramatic flashback scene appear in the minds of listeners. They imagine exactly how things happened, even if you might have embellished a little here and there for some scenes, it will always be the honest truth of events. At least how you remember them.

Resource Management [100 CP]
You have a mental inventory for everything you own, or your company owns. This includes resources you are getting and just how much there is left. Will help you keep track of things long term for projects and keep from going overboard and cutting down ALL the TREES in the valley like a dingus!



Master Seamstress [200 CP]
You are very skilled at sewing and putting together materials to make various works of art as well as products. It takes you a bit of time to sew something new, but the stuff you make is good quality even using a material you haven't worked with before.

Quality Craftsmanship [200 CP]
Products that you make get a little quality boost. Make it so that something you handmade in the span of an afternoon, and never made before with that material, is durable, long lasting, comfortable and stylish with people liking it once they give it a shot. This boost applies to any product that your company makes as well. Boosting overall quality and keeping it at least good even when you cut costs by going for cheaper materials, or mass production.

The Boy

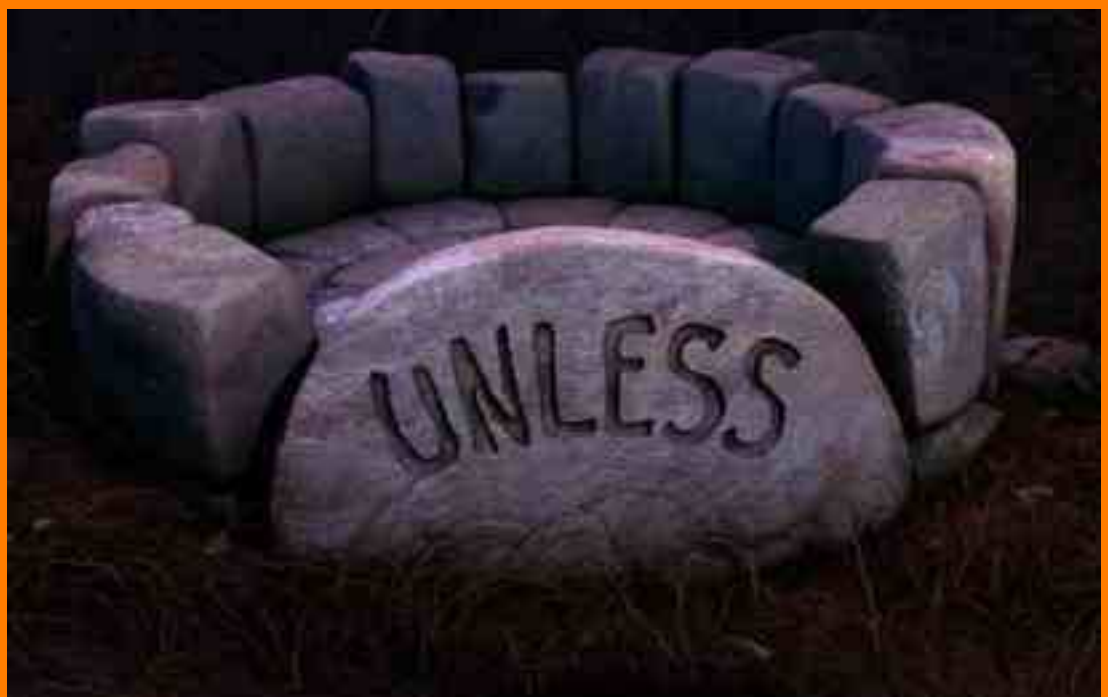
What? No. A Model Airplane, This Time. [100 CP | The Boy]
You can talk your way into places with the weirdest excuses. You can figure out how to get into a girl's backyard to talk with them using an overly complicated plan involving a ball or was it a model airplane. Could apply this to thinking about how to get out of places too. Such as a walled city that no one has stepped foot of longer than your mother has been alive.



If You Brought Him… [200 CP | The Boy]
You are really skilled at figuring out what will make someone talk to you. This could be a set of items that seem totally unrelated, or just some key words. Yet you can convince someone to give you a full explanation to the questions you have that only they can answer even if they have no interest in you. Even getting someone to admit their past sins and guilts they feel that they wish to not talk about.

Hey, She is Not Just Some Girl! [400 CP | The Boy]
You are a weirdly motivated boy ain't you? It's a girl isn't it? Or maybe it's something more. So long as you have motivation and a reason, no matter how deluded, you can find the will to think and overcome obstacles in your way. Such as some guy taking the stairs to get to the door that leads to the wasteland to hear the end of a story about trees.

Unless [600 CP | The Boy]
You will find yourself oddly drawn to clues and hints of the past and how to make a better future. Along with explanations from either those that were there or messages left behind. Once per Jump you will get a major clue to overcome a challenge or change a world for the better. You just have to be willing to listen to the word and understand the meaning of 'Unless' that is being told this time.





Greed-ler

All the Customers Are Buying [100 CP | Greed-ler]
You know a lot about how to get someone interested in your product. Even if it seems like a total scam such as bottled air. You can figure out a market that would be interested in buying and having people at least give it a shot. It's up to you to keep that momentum going though.

And the PR People Are Lying! [200 CP | Greed-ler]
You are really good at PR. Setting up some lies and some 'truths' that will get people to not question your choices and forget any scandals linked to your company. You can make it so that the average consumer picks up your product without ever linking it to the cause of the disaster around you.

And the Lawyers are Denying [400 CP | Greed-ler]
You understand the laws and more importantly how to manipulate them. You can guide your legal team how to drag things out til it eventually rules in your favor or just doesn't matter any longer. Offer some compensation to people to make them drop the case, not a bribe though since that would be illegal, but compensation for any harm done is perfectly legal. All the while making sure the shady stuff you are doing remains above the board legally or buried so deep that no one will ever figure out you ever broke the law in the first place unless they were there to see it in person. And even then who cares that a few trees are dying, certainly not the judge you can talk around to getting to see things your way.

How Bad Can This Possibly Be? [600 CP | Greed-ler]
You know how to make and run a company and make it bigger and bigger. You understand how to get people interested in your product. You can see ways to cut your costs and increase your profit. How to manage the business so that it doesn't go under so long as you can keep doing what you have been doing.



Guardian of the Forest



Which Way Does a Tree Fall? [100 CP | Guardian of the Forest]
You understand the balance of nature in a way that most cannot. You understand just how far something can go before it's unfixable and can take steps to prevent it, or at least mediate the damage done. It's not always kind work, but you ensure that even if the forest falls today there will be hope for tomorrow.

You Didn't See Any of That? [200 CP | Guardian of the Forest]
Somehow people just don't see you arrive sometimes. You could use your magic to appear out of a stump, but if you don't want to cause a panic, or for people to notice they won't. Could even somehow end up inside a house after the door is slammed in your face leaving people baffled. Can apply to any use of powers or abilities you do not want people to see.

Who Taught You Guys How to Steal a Bed? [400 CP | Guardian of the Forest]
You are an odd leader. You can organize a rag tag group of forest critters to commit a kidnapping in the middle of the night and send someone down the river. Yet you have the charisma and organization skills to put together a group of random strangers as long as they understand the goal or at least believe in the mission.

Speak For the Trees [600 CP | Guardian of the Forest]
You understand nature better than any human ever will. You understand and feel it when a tree falls in a forest unnaturally. You can understand the animals that make nature your home. Nature itself and animals will naturally be friendly towards you and aid you in your plans to protect it. You also just know what caused damage to the environment, and who is responsible.



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Personal Guitar [50 CP]
Your own personal guitar. This could be acoustic or electric, your choice. It is of a style you enjoy and if someone breaks it, it's backed and you will find it repaired tomorrow.

A Model Airplane [50 CP]
It's a simple toy. You have a controller and batteries to put in both. It can fly around and it is easy to make it go where you want it to go. Such as nose first into the backyard of your love interest to get an excuse to talk with her. Cool toy if you're not interested in that and you will always be able to find it later.

Marshmallows [50 CP]
You get a giant bag of marshmallows once a year. Could be used to help sooth the anger of forest critters, or just a tasty snack. You get 1 giant sized bag that is more than enough to cover a small forest area in layers of marshmallows if you let them all out at once. They will stay fresh too. No negative health effects on those who eat it, even fish could eat them without issues.

Truffula Fruit Pancakes [50 CP]
You get an all you can eat serving of these pancakes made with fresh truffula fruits for breakfast each day. You can share your meal with everyone you want who is interested. It's just the pancakes but as many servings as you want served for breakfast time only. In time you might be able to figure out how to make them. Assuming you're not burnt out by then.

The Boy

Motor Scooter [100 CP | The Boy]
A one wheeled motorized scooter, the same model that Ted uses to travel throughout the film. Includes a paint job you enjoy and helmet. It can be used to out drive a greedy CEO or even go up a curved wall if needed. It is strangely durable and energy efficient.



Payment for a Story [200 CP | The Boy]
15 cents, a nail, and the shell of a great-great-great grandfather snail. At least that's the payment this time around. When you end up in a new jump you end up with a set of seemingly random items. You can give them to someone, and you will know who. They will tell you a story about the Jump you are in. They could be someone from the story with hidden truths and lore, or it could be your friend the Once-ler, or at least a version of them, wanting to help you out to make the next world someplace better. Your choice makes you comfortable.

The Seed [400 CP | The Boy]
I know it seems small. But this is important. Once per Jump you get a seed of your choice. It will grow if there is soil, water and air no matter how polluted. This seed is of any plant of choice that exists in that Jump or any past ones you have experienced Jumper. Even extinct ones. It will grow fast, becoming fully mature within a month's time becoming an adult for its species. Once it grows it will release its seeds and start to spread so long as there is enough space for it to grow, water to drink and air to breathe.



A Place to Plant [600 CP | The Boy]
Then make them care. Plant the seed in the middle of town, where everyone can see. Change the way things are. I know it may seem small and insignificant, but it's not about what it is, it's about what it can become. That's not just a seed... any more than you're just a boy. It's hard to find that kind of place in a city covered in plaster and plastic. Not an inch of soil is visible unless you break the ground. Yet you will always be able to find a place in a city no matter how advanced, that has plenty of space, some water and good soil to grow whatever you need. Use this to make a change, has the paperwork already filled and under your name so the big wigs cannot try to force you to leave or kill what you planted, no matter what it is.

Greed-ler



A Thneed! [100 CP | Greed-ler]
Everybody needs a Thneed. A fine thing that all people need!~ And now you own one. It could be a lot of things, a nice hat, a butterfly net, a scarf, and more. A Thneed is made from the soft, colorful, and silky tufts of the Truffula Tree. Includes the stitch pattern needed to make more.

Once-ler's Wagon [200 CP | Greed-ler]
A wagon with a mule to pull it who is loyal to you so long as you don't destroy the environment. It has space for everything a traveling nomad could need. Including space to be able to use it to set up a tent to live in comfortably. Including a kitchen area, place to sleep and a place to work from.

Your Factory [400 CP | Greed-ler]
This is a fairly big factory starting out. It's also modulable with you able to make it bigger and bigger without it collapsing on itself once it's 20 times its original size. Includes a set of conveyer belts and machines designed to put things together, along with instructions for how to get the assembly line started. It starts out either set up for the creation of Thneeds or O'Hare Air products. Though it is easy to set up a new product to be produced as long as you have the materials and knowledge of how the product is made for adjustment.

Thneedville [600 CP | Greed-ler]
It is an enclosed, self-sustaining city made in a replica of the world that was lost. You are now considered the mayor and you could invite people to live there, becoming followers who cannot be imported into future jumps as companions. You can import it into future settings and change things over time. You are the solo owner of the land now and could clean things up. The air for this version isn't totally ruined unless you want it to be. Perhaps adding in some real trees rather than fake ones with…disco mode.



Guardian of the Forest



Mustache Brush [100 CP | Guardian of the Forest]
A nice small brush designed to help care for your mustache. Keep it nice, healthy and tangle free.

The Stump [200 CP | Guardian of the Forest]
You will always know where a stump is that you can appear out of using your magic powers (assuming you're in Loxas form). If there isn't one in the jump then you can import this stump anywhere in the jump at the start. I think they would appreciate being used for something that could help others before they get cut down too. Just please be respectful.

Wildlife Protection Documents [400 CP | Guardian of the Forest]
This set of Documents can make it illegal for development on the land of choice that is a wild area of land. Can be used once per jump for any land without development on it. Prevents some random beanpole from showing up and cutting down the trees and driving out the animals who rely on them!

Your Forest [600 CP | Guardian of the Forest]
This is a mystical forest that is cut off away from the world of man. None can enter it unless you guide them there yourself, and you can kick them out at any moment. It starts out as a copy of the Truffula Valley. Wide open spaces, lots of fresh water and air. Tons of colorful Truffula Trees. You could even invite animals and people to become followers living there if you want to, though you cannot import them into future jumps with this. You could link your Warehouse to this and allow your companions and followers not imported into this or future jumps or otherwise to join in. It can and will change as you introduce new plants, and animals. Yet the changes will be in a controllable way and not damage the environment by introducing an invasive species by accident. You can attach other properties to this if you want to.

Companions

Companions can purchase more companions.

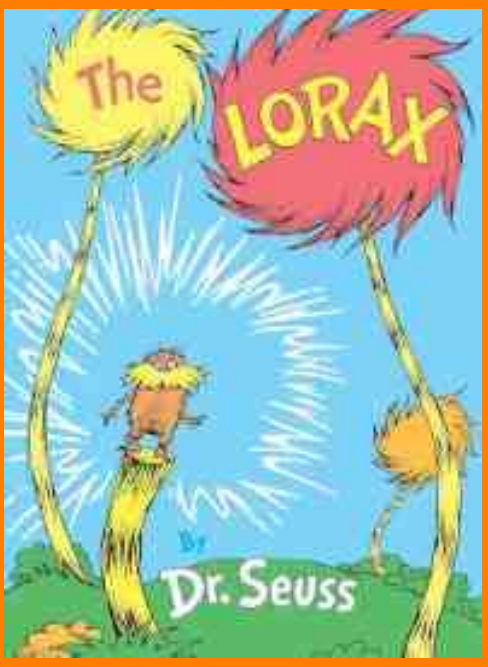
Companion Import [50-200 CP]
So you want to create your own family or company? Well import or create a single companion into any origin and race for 50cp each or eight for 200cp. You can give them an origin of choice with 600 CP to spend on their build, they cannot take drawbacks though.

Canon Companion [100 CP]
So you want to take any other existing character from this world. You just need to convince them to join you.

The Animals [100 CP] (Free for Guardian of the Forest)
Want to take all the animals with you that you can that lost their home in this Jump, or simply convince them to come join you to live somewhere nicer and possibly better. Feel free, you just have to convince them to abandon their homes, or that they can trust you to give them a nice place to live. They want somewhere with clean blue skies, lots of truffula trees if possible, clear waters and nice soil to grow new trees in.

Drawbacks

You are limited to just 600 CP being added in from Drawbacks. Sure you could take more after that, but you're not seeing another CP for your troubles.



Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

An Alternative Take [+0 CP]
While this version mostly focuses on the 2012 movie version of the Lorax including a Once-ler influenced by family, a boy driven by a crush and a wise cracking Lorax. There are other alternative takes and versions including those close to the book that are out there if you're interested in using that version of events rather than this one, or another.



The Wubbulous World of Dr. Seus [+0 CP]
There is more going on in this world than just the events around a certain town and forest. There are also cats in hats, green eggs and ham, elephants and specks and so much more. Feel free to add in whatever version caught your interest to explore this wider Wubbulous World! Including stuff from the show actually called that.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Tone Deaf [+100 CP]
You cannot sing. At all. You are frankly the worst singer ever. Attempts to sing in this setting will see angry mobs form just to get you to shut up.

Everyone's A Horrible Singer! [+100 CP]
You don't know if it's because of all the pollution and smog in the air, or something else. But EVERYONE in this Jump cannot sing at all! It's like an army of cats howling when the musical numbers start up and you can expect at least one per week, possibly more for particularly exciting ones such as the events of the movie!

It Started A Long *LONG* Time Ago [+100 CP]
People sure are long winded this jump. They drag things out for seemingly no reason. They could turn what they ate for breakfast into a 20 minute commentary on every choice made and stretch out a story that should have taken maybe half an hour to something that will last days from your perspective. And you cannot tell them to just skip to the end or hurry up as they will take offense and stretch it out even MORE!

Violent and Rude Townsfolk [+200 CP]
The people of this jump are not the most friendly. In fact they are downright rude and nasty like they were to the Once-ler not enjoying his singing or trying to sell his product. They broke his guitar and lined up to beat him up and throw things at him. This is every day for you with random strangers just not liking you with only your companions or people you have gotten to know better not affected by these drawbacks.

Unrelinquent Crush [+200 CP]
You have it bad for someone in this Jump, Jumper. A girl perhaps or a woman in high school? Well whoever it is they will never see you as date material, ever. Your crush will not go away though it will settle down a bit after the first year at least so you can move on. You still won't get together with them though.

Toxic Family [+200 CP]
Your Family is here Jumper! Isn't it good to see them again!? Only…they are just the worst. They are mean, toxic and only care about you when you can do things for them. Flat out will laugh at your dreams and then talk you into letting them into your business when they arrive and twisting it. Taking advantage of your desire to be loved to try to convince you to do things their way to make more money.

Jobless [+300 CP]
You cannot keep employment for long. You ticked off Mr. O'Hare or someone else powerful. They had you blacklisted from every company. Nothing will see you employed for long. Even starting your own company will not work for long as the second people learn you are the face, or behind it. People will start boycotting your product. Hope you like living in the forest since you cannot afford to rent this Jump unless you own the property.

The Message is for You [+300 CP]
That word, **Unless**, it was left behind for…you. In this timeline Ted either doesn't exist at all, or just was never interested enough to make a trip out to the middle of the wastelands for a story and maybe a tree from an old man. You need to convince the people of Thneedville that Trees matter, and help regrow the forest within this Jump otherwise it is a chain fail and you remain behind for however long it takes you. You will know you have done enough when new trees sprout throughout the wasteland and the Lorax returns.

Greedy Rotten Dirtbag [+300 CP]
You are a greedy, rotten, dirtbag! You care more about money than you do about the world! Then about this setting or anything else! You care about no one, but yourself.

No Powers [+300 CP]
You have no access to any **Out of Context** perks or powers. If the Lorax couldn't use this power then you cannot for this Jump as he was the most powerful being of this setting.

No Items [+300 CP]
Your warehouse is totally locked up for this Jump. You have no access to any items from a prior Jump or anything else you picked up before.

All Alone [+300 CP]
Much like the Once-ler, you are totally alone in part by choice. You cannot import any companions into this Jump. Though it doesn't stop you from making new friends.

Wasteland World [+600 CP]
It's the worst case scenario. Nothing got better. Nothing changed. By the time you arrived here it was too late. There is nothing left alive in this Jump…other than you. Though I suppose it's not totally hopeless. There is at least enough air left so you can survive 10 years. Assuming…assuming you didn't take any perks that would allow you to regrow the world. Hope you brought food and water with you though. It's going to be a LONG time before anything grows even with your perks from this Jump. Maybe if you do a good enough job the Lorax will show up eventually and bring some animals with. Giving you some company after the wasteland starts to heal up so you are not totally alone anymore.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.1

Initial Jump Creation.

v0.2

Editings done mostly for grammar and spelling mistakes. Removed Lockdown on a suggestion. Which is fair considering No Powers and No Items existing.

v1.0

At this point I'm certain it's jumpable.