

Muppet TREASURE ISLAND



Welcome to Muppet Treasure Island



You are going to the world of Muppet Treasure Island!

The year is around 1760 although it seems a lot more like a flamboyant and exaggerated Golden Age of Piracy (with some obvious anachronisms like modern cruise tours for rats).

Then there's all the muppets.

This place is full of them, the population is a combination of regular humans, human-looking muppets, anthropomorphic animal muppets and, uh, whatever.

There's a lot of ridiculous nonsense, elaborate musical numbers, swashbuckling and the odd modern (well from 1996) cultural reference.

You arrive in Bristol shortly before Jim Hawkins and will naturally end up swept up in the grand voyage for Flint's Treasure.

You have 1000 CP

You may choose to take on either a human or muppet form in this jump.

A muppet form will be of your own choice of design and can be between the size of a rat and a large man.

Identities

*You may choose an Identity for free each has a different history, set of memories and skillset.
You may change gender or choose your age for 100 CP.*

When I was just a lad looking for my true vocation, my father said: "Now son, this choice deserves deliberation, though you could be a doctor or perhaps a financier, my boy why not consider a more challenging career?"

Cabin Boy

Roll 10+1d8 to determine your age in years.

You wake up in a barrel full of apples aboard the docked ship the Hispaniola with no memories of how you got there or what you're doing there. After a short conversation with a dimwit bear (who seemed to be doing an inspection) you are mistaken for a cabin boy and it didn't occur to you to correct him.



Officer

Roll 20+2d8 to determine your age in years.

You are one of the officers brought aboard the Hispaniola by Captain Smollett. Unlike the body of the crew (a seedy bunch of cutthroats, villains and scoundrels) you are an ex-navy man, know the meaning of honest work and have a healthy distrust of pirates.



Pirate

Roll 20+2d8 to determine your age in years.

You were one of Captain Flint's own crew and were recruited by Long John Silver for the Hispanolia with view to take the ship and get a full share of Flint's treasure. It's how you look at buccaneers that makes them bad or good, and you see yourself as member of a noble brotherhood.



Native

Roll 20+2d8 to determine your age in years.

Whether one of the boars under Spa'am and Boom Shakala, a Zanzibarbarian or a member of some other primitive island society you're a member of some tribe or other and will end up picked up by the Hispaniola after your raft was swept to sea.



Skills

Skills to give you the abilities necessary to survive in a muppet filled, pirate-based environment.
Discounted skills cost 50% of full price.

Smart As Paint

You are remarkably quick on the uptake and seem to be both a little quicker at learning new things and significantly more observant than the average person/muppet.

100 CP, Free Cabin Boy

Capital Fellow

You are an upstanding and stout sailor, capable at swordfighting, exceptional at shouting and more than capable of the day to day running of a ship. You have an extremely strong will and will not fall to corruption, sloth or greed.

100 CP, Free Officer

Professional Pirate

The cunning, charm, voice and skill at arms to make a fine pirate. You can also produce an obviously evil pirate cackle without anyone getting suspicious. Finally, you find that nobody thinks the less of you for wearing informal clothes in formal conditions (you don't have to wear a suit).

100 CP, Free Pirate

Savage Strength

You are big (around two feet taller than average), strong, tough and extremely intimidating unlike those weak and puny pirate mans. You know how to survive in a tropical island and haves kill with both bows and blowguns.

100 CP, Free Native

Sailing For Adventure...

...on the big blue wet thing. You are incredibly lucky in terms of finding interesting places and exotic adventure while aboard a ship of some sort. Your ship has the uncanny ability of being in the right place at the right time and there is very often the possibility of treasure in the offing.

400 CP, Discount Cabin Boy

Lifeboat Checker

You have a sixth sense for the unsafe and have an unnatural tendency to know exactly what things are going to (metaphorically or literally) sink your plans.

400 CP, Discount Officer

Just the Ship's Cook

You're a great cook and can make fine fodder from even the poorest ship's stores. More importantly you find it incredibly easy to find menial work in basically any setting and making yourself a trusted member of the organization. For some reason you always seem to end up in charge of recruiting and can easily fill the ranks with your own lackeys and supporters.

400 CP, Discount Pirate

Native Charm

Amongst primitive and barbaric people you are for some reason extremely popular and they have a tendency of raising you to a position of leadership almost instantly and serving you faithfully. While introducing them to technology will rapidly diminish the effect of this on following generations the people you met when they were primitive will always adore and follow you.

400 CP, Discount Native

We're Shipmates, Aren't We Jim?

Villains, scoundrels and even the truly evil seem to just take a shine to you and you tend to have inexplicably good relationships with them. It seems to take an unusually long time for them to give up on winning you over to their side even if you work against their interests. This has little effect on the violently insane, insanely violent or those who do not have the mental capacity for alliances.

600 CP, Discount Cabin Boy

Loyalty

You inspire true and near unshakeable loyalty in those that earnestly enter an alliance with you or join your service. While pirates command people with fear, you gain the love, respect and admiration of those on your side and they will come to defend and support you as they would a member of their close family in times of trouble.

600 CP, Discount Officer

Mutiny

You are the king of mutineers. You have the remarkable ability to make even the meekest of underlings incensed enough to mutiny against all but the most respected leaders. Following these mutinies you can nearly always contrive a reason to be named the new captain (general, head teacher, president, etc.) and this becomes all the easier the more followers you have behind you. You also have the uncanny ability to shame those that would attempt to mutiny against you to the extent that they will end up begging your forgiveness and telling you how precious you are.

600 CP, Discount Pirate

We See You Have Boom Boom Sticks

You always know when your enemies outmatch you. At a glance you can tell who can hurt you and who can't. If they have a secret weapon, reinforcements incoming or are simply better than you, you will know that the balance of power has tipped their way and it is time to retreat (or to firm your resolve and try to beat the odds. You also have the uncanny knack of escaping superior foes as long as you have announced your departure (e.g. said 'bye-bye').

600 CP, Discount Native

Musical Number

You have the ability to burst into spontaneous songs about whatever is going on around you and can join in when others do the same with panache.

Free

Are You Kidding? I Love You Guys

When in conflicts you find unexpected allies unusually frequently. They are nearly always people you were sure were your enemies but in reality just looked scary and have a really positive opinion of you.

100 CP

Mr Bimbo

A (probably imaginary) man who lives in your index finger. Very smart, been to the moon (twice). Gives sage advice and seems to regularly make astute points about what is going on around you.

100 CP

I'm Dead

By stating that you're dead and falling over enemy combatants in a fight will just ignore you unless you try to get up or they have a very strong personal grievance against you.

200 CP

Untorturable

You are completely impossible to torture. People seem unable to harm you whenever they are trying to do so specifically to cause pain. Those that seek to can still kill you of course but the rack will just temporarily make your limbs longer and thumbscrews will comically flatten your thumbs.

200 CP

How Does She Do That?

You know when people are talking behind your back in a negative way, what they are saying and have the ability to shout angrily in response to them regardless of your distance from them.

400 CP

Items

Gear, booty and shipmates.

Discounted Items cost 50% of full price.

Clothes

Some suitable clothes for the setting. Cabin Boys get some standard lower-class clothes for the period, Officers get a fine naval uniform, Pirates get a tattered yet impressive pirate outfit and Natives get basic garments made of fur, bones and feathers.

Free

Gun

A fine, ornate flintlock pistol or musket that is both unusually accurate and easy to load. A gun you already own may be imported into this option giving it the form of either a flintlock pistol or a musket whilst retaining any of its previous capabilities.

100 CP

Sword

A wickedly sharp and brilliantly crafted cutlass or smallsword. Seems to move quickly and deftly in your hand giving you the impression you could cut a man's clothes off his body. A melee weapon you already own may be imported into this option giving it the form of either a cutlass or a smallsword whilst retaining any of its previous

100 CP

Pet Lobster

As fine a crustacean as a man can ask for. Duplicitous and conniving but highly loyal to you. Has the mannerisms of a stereotypical pirate's parrot but is sapient and rather intelligent.

100 CP

Easter Island Head

A talking Easter Island head with a personality of your choice. Knows a vast amount about a mundane topic of your choice.

100 CP

Compass

A compass with an erratically spinning dial. It tends to point at objects of worth although this worth can be abstract rather than monetary. It could point to gold, a rare frog or the vantage point for a particularly beautiful bit of scenery. Once it has started pointing at something it won't change target until either the targeted item is found or you have moved a mile away from it.

200 CP, Discount Cabin Boy

Ship

A large and beautiful galleon with a fine captain's quarters and ample room for treasure. Always seems to have a breeze in its sail. A vehicle you already own may be imported into this option giving it the form of a galleon whilst retaining any of its previous capabilities.

200 CP, Discount Officer

Black Spot

A refilling book of Black Spots. Giving one to an individual will cause them to become incredibly frightened and only the very bravest will be able to stop themselves from physically shaking due to fear.

200 CP, Discount Pirate

Tribal Headdress

A feathery headdress that simply seems to make you more impressive. You appear a great deal more powerful, scary and attractive while worn and give the impression that you are larger than life.

200 CP, Discount Native

Treasure Map

A treasure map to a large hoard of gold, gems and other valuable items. A new one is generated each jump with a selection of valuables suitable for the setting. Treasure not always easy to collect but this provides a good starting point.

200 CP

Shipmate

You can either purchase a new companion or import an old one, each get an Identity of your choice, the free perk that comes along with it, a human or muppet form of your choice and a personality of roughly your description. You can take a single shipmate for 100 CP or a whole crew of 8 for 200 CP.

100 or 200 CP

Drawbacks

You may choose drawbacks for extra CP.

Drawbacks override any skills and abilities you may have from previous jumps.

Glutton

You can be easily trapped or persuaded with the promise of food and tend to eat excessive amounts. You have eyes bigger than your stomach and will spend a fair amount of time uncomfortable due to indigestion.

+100 CP

Slippery Hands

Perhaps you're a frog or you're just clumsy, you seem to drop the things you're holding on a remarkably frequent basis. This also seems to happen most frequently when you really wish it wouldn't.

+100 CP

Big Fat Ugly Bugface Baby Eating O'Brien

You have a stupid name that you just can't seem to shake. It's long, it's embarrassing and nobody will ever call you by anything else. If you should change appearance you will earn a new equally ridiculous and slightly longer name.

+100 CP

Treachery

None of the people around you can be trusted. They will frequently try to steal your belongings and will (literally and figuratively) stab you in the back if they see it as advantaging them in any way. You can bet your boots there'll be treachery.

+200 CP

Cabin Fever

Occasionally everyone (and inanimate objects) will start singing a songs with lyrics that change slightly depending on what's going on. Changes genre throughout but is always loosely based around the concept of cabin fever and always starts and ends with a samba. Happens every day at least once and whenever it gets too quiet.

+200 CP

The Love of Gold

You have one motivating force in the world – gold. You will try to accumulate as much money and treasure as is physically possible and will put anything aside to attain more. You'd kill your mate for a bag of guineas or a piece of eight.

+200 CP

Blind

You are blind, frequently bump into the things around you and mistake inanimate objects for people, people for other people and people for inanimate objects. This blindness is incurable, your other senses work at normal human capacity and anything that would usually serve as a stand-in for sight also seems to fail to tell you anything useful about the world around you.

+300 CP

Clueless

You're a dope, frequently get the wrong end of the stick and your stupidity often puts you and those around you in danger. You think your hand is a good place to hide the business end of an incriminating red hot poker.

+300 CP

Marooned

3 years into this jump you will be marooned on a desert island with nothing but a series of talking Easter Island heads that tells jokes about the sea constantly. There is plenty of food, water and shelter but you will not be able to leave and will be completely without any resources or external abilities.

+300 CP

Future

After 10 years in this world you will be presented with a choice that will have a great impact on your future.

Go Home

Right back to where you belong. You go back home to your original home in your original world and wake up in your own bed. Perhaps all the muppets got to you.

OR

Stay

You followed a star and here you are. You have decided to stay in this world for the rest of your life.

OR

Move On

There's got to be somewhere better than here for you. You move on to the next world and adventure.

Notes

- Imported weapons or ships can change between their original form and the appearance they took from those options.
- Muppet forms are around as tough as human forms. While theoretically made of fabric violence done towards them tends to be more cartoonish and therefore equally severe.
- Cool cats don't trip.