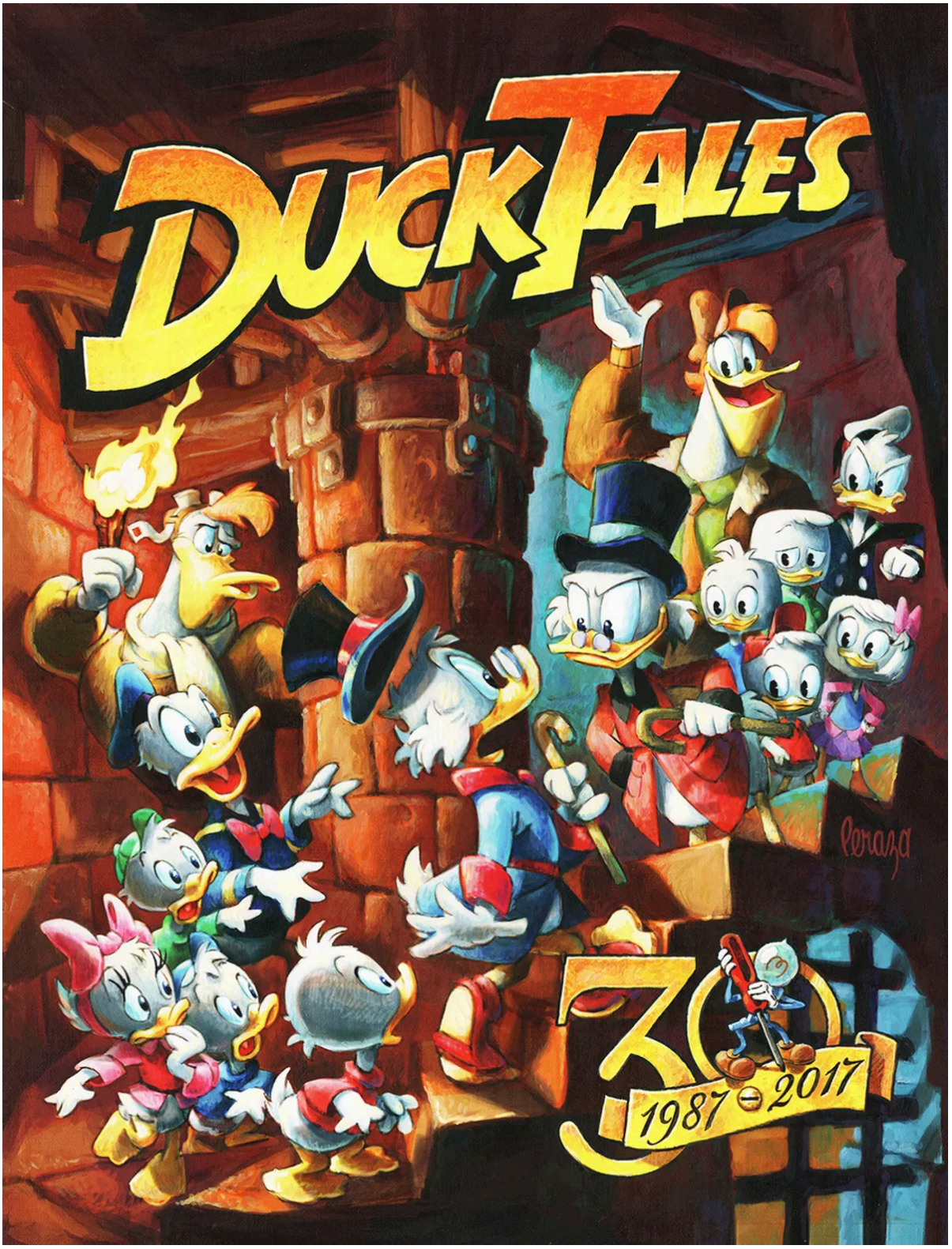

DuckTales Jump
v2.0

by Fyrehanabi

Life is like a hurricane here in Duckburg! Between the crazy inventions of Gyro Gearloose, the bumbling plans of the Beagle Boys, and the mystical attacks of Magica De Spell, Duckburg is a hopping place to be. All of this, of course, revolves around Scrooge McDuck, the Richest Duck in the World and Duckburg's most famous resident. You will spend the next decade in this world of magic and adventure. Will you journey to the ends of the Earth for treasure or find a nice place to relax for the next 10 years? The choice is yours. You will arrive on the same day that Donald Duck drops his nephews, Huey, Dewey, and Louis off with their great-uncle Scrooge McDuck in preparation for Donald joining the Navy.

This jump is a combination of the 1987 DuckTales cartoon, the 2017 reboot, and the older Donald Duck comics that inspired DuckTales.

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

Starting Location

*Roll a **1d12** to determine where you start to add a bit of excitement, otherwise just choose your Starting Location.*

Duckburg - Outside Scrooge's Money Bin
You arrive outside the doors of Scrooge's Money Bin on a small island off the shore of Duckburg.

Duckburg - Outside McDuck Manor
You arrive outside the gates of McDuck Manor atop a hill overlooking Duckburg.

St. Canard
You arrive on a suspension bridge overlooking the city of St. Canard. Like any other major metropolis, it has its problems with the criminal element, which you will quickly witness in the form of a police chase rushing past you.

Castle McDuck, Scotland
You arrive outside the gates of Castle McDuck in Dismal Downs in the Rannoch Moor of Scotland. It probably isn't haunted by the Hound of the Druids, but it might be magical.

Valley of the Golden Suns
You arrive on a mountain ridge in the jungles of Wakka-Wakka, overlooking the Valley of the Golden Suns, an ancient city where everything is made of gold. Don't let your greed overwhelm you, or the valley's traps will cause you to meet the same fate as every other discoverer.

Egypt
You arrive in Egypt within 30 miles of an unassuming chest that might contain the treasures of the great thief, Collie Baba. Or maybe some old laundry. Who knows.

A small sorcery shop on the slopes of Mt. Vesuvius
You arrive outside the magic shop of Magica De Spell.

Atlantis
A city 8000 meters below the surface of the Atlantic. It sank thousands of years ago. It is occupied by Atlanteans. They have a relatively high level of technology considering they have been isolated underwater for millennia.

Tranquility
A city made of gold on the surface of the Moon. Inhabited by Moonlanders, it is a relatively peaceful place. Della Duck is stranded on the other side of the Moon.

Dawson, Alaska
A formerly thriving gold rush town in the Klondike. Scrooge spent years here as a young man gathering gold from his claim. You will start in the BlackJack Ballroom, the dance hall where Scrooge met Goldie O'Gilt.

Mount Neverrest
The highest mountain peak in the world. It is part of the Himalayas and has never been summited due to the freezing winds, frequent snowstorms, deep ravines, and random wormholes that appear to deposit you around the mountain in unpredictable locations, preventing getting down as much as going up. You start at the basecamp near the bottom of the mountain. Just don't get too over confident or you might just join George Marllardy.

Ithequack
You have somehow arrived on the island of the gods. This could be good news if you are met by Storkules or Selene who are both friendly but if you come across Zeus this could be a significant drawback as Zeus is happier smiting than helping.

Free Pick.
You are free to choose where you choose from the available options.

Age and Gender
You may freely choose your age and gender. Make your choice something that makes sense for your Jumper. All origins can be taken as a Drop-In if desired.

Origins
Everyman Duck [free]
You are just an average duck (or not). You have a regular job and go about your business without getting involved in the crazy hijinks of people like Scrooge McDuck.

Explorer [free]
You are a daring explorer, going to the ends of the Earth for fame, riches, or the sheer thrill of adventure.

Tycoon [free]
You are a wealthy business magnate in charge of a prosperous company. You are nowhere near McDuck levels of wealth, but you are a comfortable billionaire. You know, small money for this setting.

Criminal [free]
You are a dastardly criminal of either the mundane or super variety. Mundane criminals plan to rob banks. Super criminals (no powers included, sorry) plan to take over the world.

Magic User [100 CP]
You are a magic user of some variety. You may be an evil sorceress, a quiet druid, a priest to an ancient god, or any other magic user in the setting.

Race

Duck [Free]
You are an anthropomorphic duck. Why wouldn't you want to be a duck in DuckTales?

Any Other Bird [Free]
You are some other anthropomorphic bird. Notable choices include coots, geese, chickens, parrots, pelicans, loons, vultures, herons, hummingbirds, and more.

Dog [Free]
You are an anthropomorphic dog. Various notable individuals (species) include the Beagle Boys, Goofy, and several other identifiable dog breeds, as well as the generic dog on the street, who seems to only be a thing in DuckTales.

Any Other Animal [Free]
The reboot adds so many other animal species to the franchise that I'm not going to bother listing them all. If it is an animal that exists in the Ducktales world, you can pick it.

Mervanan [100 CP]
A mythical race of half-bird, half-fish creatures that can change their legs into fins underwater, allowing them to live both on land and underwater.

Atlantean [+100 CP]
Fish people who live in the deepest depths of the sea. They were forced underwater thousands of years ago by catastrophic flooding and the sinking of their island nation, but it occurred gradually enough for them to adapt to it over time. They are able to understand every language because all languages are descended from theirs. The reason this is worth CP is that they cannot swim above the Abyssal Zone (4000 meters below sea level) as the water is too thin for them to breathe, and so they are stuck in the deepest parts of the ocean. The Atlanteans have tales of their first great city, which was lost in the Drake Barrier Reef after a minor construction mishap. They created their second great city and it sank to the bottom of the sea with them in it. If you start as an Atlantean, you may start in Atlantis.

Moonlander [100 CP]
Aliens living in the moon city of Tranquility. Their culture revolves around gold to the point that everything they make is made from it. If you start as a Moonlander, you may begin in Tranquility.

Perks

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

General [Undiscounted]

Swimming in Money [Free]
Just like Scrooge, you can swim through piles of coins as if they were a liquid and not a great many pieces of solid matter forming a hard surface. Dive in and swim through all your collected wealth from the chain.

Woo-Hoo! [Free]
You have a complete playlist of music from the DuckTales franchise that can play in your head at appropriate moments. This can integrate with other soundtrack perks to increase their playlist.

Sharks [100 CP]
You have the ability to put duck (man) eating sharks in any body of water. They will last for around a month with access to regular food and the correct type of water. In the wrong kind of water or without access to food they will last around 2-3 days. If placed in a purpose built death trap they will last twice as long.

Strength of a Duck [100 CP]
Donald has always seemed to have incredible strength when he needed it most, and now so do you. When those you care about are in trouble, you find yourself graced with immense strength, easily able to lift a car or punch a beagle three times your size through a door. That is just for a regular person. For someone with greater levels of strength this perk could make them superhuman. No matter how strong you are, this perk can make you stronger.

Episodic Work Skills [200 CP]
You find yourself rather talented at whatever skill you put your mind to. The more you work at it, the better you will get, up to savant-tier professional. But once you stop focusing on that skill and move to another, all abilities will be reset back to your baseline level. You can only use this to be super skilled with one thing at a time.

Smarter than the Smarties [200 CP]
You have an incredible mind. You easily comprehend new concepts. You can effectively multitask, focusing on up to three different things at once. You can analyze past actions to identify your mistakes. You can make leaps of intuition between two separate ideas. Your mind works as a calculator, allowing you to do complex calculations and mathematics in your head. You will never forget anything you experience. You can organize your mind in whatever fashion you choose, including being able to lock certain memories away. Just because you never forget doesn't mean you want to be driven mad by things not meant for mortals to know.

Tougher than the Toughies [200 CP]
You have a significant increase in durability. You could be hit by a car and come away with scrapes and bruises. This isn't enough to make you bullet proof or super human on its own but it does significantly decrease your chance of serious injury. This perk also acts as a willpower booster, granting significantly increased mental toughness as well. This perk will stack with any other perks that improve durability or willpower.

Multi-talented [400 CP]
For this jump only you can purchase a second origin. Now you can be like Scrooge and be a Tycoon and an Explorer. This perk can be purchased multiple times.

To Adventure! [400 CP]
In future jumps, you will always be able to find adventure. Hunts for ancient treasures, magical objects, and hidden societies will always appear when you start to get bored with your jump.

Clone most F.O.W.L. [800 CP]
You can choose to enter the jump as a clone of an existing character with all of their powers and potential. This is so expensive because in future jumps that will include people like Kal-El or Goku, giving this some very high potential. You start at their weakest level and begin to grow in power from there. Given enough time, you could even eclipse the original, although that might take several decades or even centuries of dedicated training for the most powerful beings.

Everyman Duck

Hear my Voice [100 CP | Free for Everyman Duck]
This is a pretty generic singing perk as seen in just about every other Disney jump around. You can sing well enough to impress even Goldie O'Gilt herself. This one comes with the ability to change your voice to sound like Donald Duck as desired, if you want that for some reason.

Launchpad Landing [200 CP | Discounted for Everyman Duck]
You are a great pilot. You can operate any vehicle with professional skill, be it in the air, on the ground, or through the water. You also have a special skill with crash landings. No matter how serious the crash, you and your passengers will always walk away with only minor injuries at worst. This doesn't protect your cargo, so don't crash the plane and expect the priceless statue to be in one piece afterwards.

Gearloose Inventor [400 CP | Discounted for Everyman Duck]
You have all of the inventive creativity of Gyro Gearloose. You can make anything he was shown to create, including robots, power armor, and time machines. Your creativity is greatly increased, but remember that just because you can think of it doesn't necessarily mean you should build it.

Lucky Duck [600 CP | Discounted for Everyman Duck]
You have gained the incredible luck of Gladstone Gander, Donald's lucky cousin. Anything you want will just happen to fall into your lap, defying all probability, provided you have a little patience. Finding wallets full of cash in the street is now a common occurrence. You won't need to bother picking up quarters on the ground when a $20 will be just around the corner. You could stumble over a crack in the sidewalk, only to trip into a thief and be given the reward for his capture. You won't need to work a day in your life, as everything you want will come to you.

Explorer

Survival 101 [100 CP | Free for Explorer]
An explorer needs to be able to survive on their expeditions. This perk grants all of the basic survival skills needed to make it out of the wilds alive and in one piece. You know how to hunt, fish, gather, start a fire, and build a shelter. You can navigate by the sun and the stars. You have enough endurance to walk all day without passing out, although you will be exhausted by the end of the day. You know basic first aid. You also gain immunity to mundane diseases.

There is absolutely no truth to the claims that my treasure hunting is in any way dangerous to Duckberg! [200 CP | Discounted for Explorer]
You will not be blamed for any mishaps that occur as a result of your treasure hunting. All damage will be miraculously repaired the next day and everyone will forget that it ever happened. The damage repair and forgetfulness effects can be toggled at will if you want whatever caused the damage to take the full blame instead.

McDellaver [400 CP | Discounted for Explorer]
Much like a certain lunar explorer, you have the ability to MacGyver your way out of most situations. With a bit of elbow grease and whatever you have lying around, you can build makeshift gear for any situation.

Indiana Duck [600 CP | Discounted for Explorer]
The perk for the discerning adventurer. You gain a deep understanding of the world history of your current jump, knowing the ancient civilizations that you might encounter the ruins (or not so ruined) of on your travels. You will be able to pick up new languages with ease, going from total incomprehension to basic fluency in less than a week of immersion in a new language. You gain basic proficiency in the use of firearms and melee weapons of all kinds. You can spot hidden traps and disarm them. You can also spot hidden passages. Hostile magics have a much harder time affecting you.

Tycoon

Basic Business Acumin [100 CP | Free for Tycoon]
The most important thing for any tycoon to have is a basic understanding of how businesses work. This perk grants you an understanding of economics, finance, and taxes, as well as a small instinct for what decisions will benefit your business. This isn't going to make you unbelievably rich, but it should prevent your business from failing if you pay attention to it.

A Glomgold Industries Scheme [200 CP | Free for Tycoon]
You are a master of creating over-the-top Rube Goldberg-esque plans that should not work but do. The more steps your plans have the more likely they are to work. With 10 steps they will usually work. With 100 steps they will almost never fail. Unless your target is incredibly intelligent, lucky or has plot armor your plans will almost always work.

Miser [400 CP | Discounted for Tycoon]
Much like the famed Scrooge, you know where and when to cut corners. From reusing teabags to finding the lowest (optionally competent) bidder, you can clearly see where and how to save some dough. This works for everything where you have to expend resources. Identify how to cut incantation time and mana costs time down on a spell or find lower-quality materials when crafting. Be warned, quality can be costly, and paying less sometimes means you get what you (don't) pay for.

Bajillion Dollar Empire [600 CP | Discounted for Tycoon]
You can't build a massive empire without some serious skills. This just makes things a little bit easier. Your businesses will always operate at peak efficiency even without your direct input. Your employees will always be competent, dedicated, and loyal, and will grow in skill over time to be the best in the world at what they do. You will know about any active threats to your company the moment they appear. In addition, you can always close the deal, as people will always sell to you provided you offer a price above market value. No matter how large your business gets, nobody will have a problem with it. You will never be charged with building a monopoly or trust. Your investments will always turn a profit, even if it is a small one. You can always find a market for your products; even the strangest merchandise will find enough buyers to make a small profit.

Criminal

The Basics [100 CP | Free for Criminal]
You understand the basics of being a criminal. You know how to run heists and scope out potential targets. You aren't a master criminal, but you are generally good enough to prevent yourself from being caught if you are careful and cautious. You also know how to pick pockets.

Revolving Door [200 CP | Discounted for Criminal]
Don't worry about the consequences of your actions. Every time you end up in jail, you will be out again within a week. Something will happen to see to your release.

Safecracker [400 CP | Discounted for Criminal]
You are a master criminal. You know every aspect of the criminal underworld and know how to run every kind of common crime. You are especially skilled at bank robberies and know how to crack open safes in minutes. There is no safe you cannot successfully crack, given time and preparation. You are also an expert hacker and can subvert any digital or electronic security you may encounter.

Supervillain [600 CP | Discounted for Criminal]
You are a criminal mastermind. You have the charisma and leadership to run a large organization smoothly and keep it under the radar of justice. You have a strong understanding of the logistics of such an enterprise as well. You have a genius intellect and can create doomsday devices with which you can hold the world hostage until they give in to your demands. You have the patience to wait for your schemes to mature so that you never rush in underprepared and fail. You have the ability to create elaborate schemes with multiple layers to ensure your goals are met. You have a strong eye for detail to make sure nothing is ever overlooked in your plans. Finally, you have the ability to summon a ghostly 5-year-old for the purpose of checking over your plans and ensuring that they don't have any obvious flaws.

Magic User

Femme Fatale [100 CP | Free for Magic User]
You gain the charisma of Magica De Spell, able to talk your way into or out of most everyday situations. This won't help if you get caught somewhere you obviously shouldn't be, but for most normal problems, this will have you covered. It also comes with Magica's skills of disguise. You gain the disguise skills of a talented Hollywood makeup and costume artist.

Magica-tech [200 CP | Discounted for Magic User]
Magica has shown the ability to combine magic and technology in the past. At one point, she almost succeeded in digitizing Scrooge's first dime. Now you too can combine magic and technology into impressive magitech.

DuckTales Magic [400 CP | Discounted for Magic User]
The magic seen in DuckTales is rather varied. To keep things simple, if it is something that we see being done with magic in the setting, you can do it too. This includes elemental manipulation, magical clones, long-distance scrying and spying, dimensional travel, and more. Let your imagination run just as wild as the greats like Carl Banks or Daniel Branca.

This Power is Mine [600 CP | Discounted for Magic User]
You can steal the powers of others, magical or not, and gain a portion of them for your own. It requires performing a time-consuming ritual in a specially prepared magic circle and using expensive and difficult-to-acquire reagents (neither of which can be made easier by perks), but at the end of the process, you can permanently steal a portion (10-20%) of the powers of whatever being is in the center of the circle. This can be done multiple times with diminishing returns for each cast. You can never take more than 90% of a being's power with this perk.

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 are 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. All properties will retain any upgrades made to them.

You get 300 CP to spend in this section only.

General [Undiscounted]

Media Collection [Free]
You get a complete collection of all comics, books, cartoons, movies, video games, and physical merchandise for the Donald Duck Universe. This includes all media and merchandise for DuckTales, the Donald Duck Comics, Darkwing Duck, Quack Pack, House of Mouse, or any other media that any character from DuckTales has appeared in.

Ask Von Drake [100 CP]
Ludwig Von Drake has created his own search engine (he got Gyro to do it for him), and a tablet with it has found its way into your hands. The good professor is an expert in many fields, being an eminent psychologist, a renowned color expert, an etymologist, and the most sought-after lecturer in the world. All of his knowledge is available to you with this tablet. Type your question, and an answer will arrive within seconds. It will probably even be correct. You only have five questions a day, as Ludwig is a busy duck, and this search engine is just asking him the question directly, and he is answering.

Dinosaur Egg [100 CP]
It seems that more than just Bubba and Trixie came through to the present. You have here one dinosaur egg of unknown origin. You can pick any real-world dinosaur for it to hatch into. It will be about as smart as a dog and just as loyal and friendly to you.

House Boat [100 CP]
You get a duplicate of Donald's house boat. It will stay upright in all forms of weather, no matter how foul. It might rock and sway all over the place but it will never capsize. If destroyed it will reappear in a safe location after 1 week. It comes with the jumpchain standard of not needing fuel. It will also not need fresh water, electricity or a sewage connection, those will all be handled by fiat, but will only be usable for basic utilities.

Medusa Gauntlet [200 CP]

This stone gauntlet petrifies any organic materials it touches. Be careful what you touch with this as the transformations cannot be easily reversed.

Deus Excalibur [200 CP]
This magical sword can fly, and act on its own. Once it is set on a target this sword will do everything in its power to kill them.

The Jewel of Atlantis [200 CP]
A magical gem that holds enough energy to power Duckberg for 50 years. This power can be converted into any form of energy or magic depending on what the holder wants. Once it is set to a source of power it will continue to emit that until changed. Once the power is used up the gem will crumble to dust. A new gem will appear at the start of each jump or after 10 years.

Gem of Tiffany [200 CP]
If placed in a small pile of coin this gem will animate that pile into a magical shark construct. It will search out other coins and add them to its mass. The more it grows the smarter it will get and the harder it will be to destroy. The only way to stop the shark will be to remove the gem from the center of the construct. It will follow the orders of the owner of the gem to the best of its ability.

McJumper Manor [200 CP]
A massive manor house with expansive grounds atop a large, tall hill overlooking a nearby town. The manor comes with lots of valuable art and artefacts. The bills and taxes are always paid, and a small but loyal and competent staff is included in the Manor. They are followers who will cook, clean, and garden for you, but fighting is beneath them, and they won't do it. Optionally comes with Duckworth (or his ghost) to run the household.

Duckburg [400 CP]
You get the entire city of Duckburg, minus the McDuck money bin, mansion, and businesses. When imported into future jumps, the residents will still be ducks, but a reality filter will prevent anyone from noticing anything strange about this.

Disney [800 CP]
Holy meta item Mickey! This shouldn't exist in this setting. What you have here is the entire Disney Corporation. The whole kit and kaboodle. This is everything owned by Disney. That includes the studios, the parks, the cruise ships, the record companies, game companies, publishing, television networks and anything that the company ever owned that was closed, sold or lost. If Disney had it at some point in the past it is part of this purchase. Even more outrageous to match the high price of this purchase, if Disney ever had a stake in a company, even if it was only 1% it comes included with this purchase as full ownership. If Disney bought a company and had to sell parts of it to avoid monopoly charges it is still part of this purchase. Basically, if it is listed on this wikipedia page it now belongs to you.

Everyman Duck

Private Plane [100 CP | Free for Everyman Duck]
You get a duplicate of Scrooge's expedition plane. It has large amounts of cargo space, can land on water or a runway, and has a miraculous ability to repair itself into a usable state within hours of even the worst crash. It might not be pretty, and it might need some serious time with a mechanic to be in top shape, but it will get in the air and move. It also comes with the jumpchain standard of not needing fuel.

Gizmoduck Armor [200 CP | Discounted for Everyman Duck]
A suit of robotic power armor. It has a few interesting issues to start with. It's balanced on a single wheel, the controls aren't intuitive, and the AI will not understand you very well at first. But once you have mastered these issues, the Gizmoduck Armor is a power to be reckoned with. Housed within its deceptively durable shell is a massive selection of weapons and options to deal with most situations, from rockets, buzzsaws, and laser guns to multiflavor pie artillery, oil slicks, and noisemakers. Comes standard with extendo-arms/ abs and a helicopter head. Another fine/ reliable Gearloose invention. Activated with the passphrase Blathering blatherskite!

Gearloose Labs [400 CP | Discounted for Everyman Duck]
You get the fully equipped labs of Gyro Gearloose for all of your inventive needs. It comes with state-of-the-art equipment that will always advance to be state-of-the-art in new jumps (it will never regress in lower tech jumps), and you get a supply of materials and parts that will renew itself over the course of a month.

Junior Woodchuck Handbook [600 CP | Discounted for Everyman Duck]
A small guidebook with instructions and advice for any situation. Need to survive in the wilds, done. Need to survive in space, done. Need to exorcise the ghost in your new house, done. Need to seal the giant chakra monster attacking your village, done. The Junior Woodchuck handbook can walk you through the steps to deal with any problem you might encounter on your chain. Just hope that you can flip to the section on dragon taming before you get eaten.

Explorer

Survival Pack [100 CP | Free for Explorer]
A backpack full of all the supplies for adventuring that you could need. No matter the climate or location, this bag will always have what you need to survive on your expedition.

Magic Compass [200 CP | Discounted for Explorer]
This enchanted compass has several settings. It can point to the true north like a standard compass. It can point to the object that you need most even if you don't know what it is, to the thing that you want the most that you know of, and to the thing you want the most that you don't know of.

Cartographer's Quill [400 CP | Discounted for Explorer]
A mystical artifact that sketches maps leading to the world's greatest treasures. Imagine all the money, daring adventure, infinite wisdom, and untold mystery in the world, literally at your fingertips.

The Valley of the Golden Suns [600 CP | Discounted for Explorer]
An ancient city hidden deep in the jungles of Wakka-Wakka, where everything is made of gold. The valley is surrounded by giant gold discs, and at the heart of the city lies a great temple. The temple contains three rooms, each containing a different type of gold: gold dust, gold coins, and gold bricks. Under the temple lies a lake of bubbling molten gold. The city contains a deadly trap that will activate if all three doors to the rooms in the temple are opened without your permission. The doors will seal, and the giant discs around the valley will reflect sunlight onto the temple, causing it to melt with the intruders inside. As this would not make for a very effective item if it were immediately destroyed, the sunlight will instead simply heat the temple to deadly levels, killing whoever is intruding without damaging anything else. You can choose to disable the traps at any time.

Tycoon

Money [100 CP | Free for Tycoon]
You can't be much of a tycoon without heaps of money. This is a yearly allotment of 1 billion dollars. The money will appear in a bank account of your choosing once a year. It will not be taxed or viewed as suspicious that this money appears. Also comes with a spiffy-looking top hat and cane, because reasons.

Money Bin [200 CP | Discounted for Tycoon]
A large tower containing a huge vault in which you can store your wealth. The tower also contains multiple offices and can be used as a normal office building. The vault is impervious to any theft attempts made against it. As your wealth grows, it will automatically be stored in the vault in the form of physical currency, and once the bin or the offices get full, the entire tower will grow so that the tower always has room for more offices or money.

McJumper Industries [400 CP | Discounted for Tycoon]
An international business conglomerate with branches in dozens of different fields. Think Amazon mixed with Walmart, Disney, and Apple for size and wealth. Given time, this business will make its owner the richest person in the world without fail.

Jumper's Number One Dime [600 CP | Discounted for Tycoon]
An unassuming dime with a major power. The owner of the dime is given fantastic luck in business and money. Finding a $100 on the sidewalk is the least of its powers. Every business deal will go your way, and every potential profit will be magnified. Within a year of owning the dime, a beggar could become a billionaire. Within a decade, you too could be a bazillionaire like Scrooge.

Criminal

“Totally Normal” Birthday Cake [100 CP | Free for Criminal]
This beautifully decorated cake is capable of passing the most rigorous inspection, but hidden within is exactly the tool you need to escape incarceration. Always comes in your favorite flavors.

Hideout [200 CP | Discounted for Criminal]
A small, well-stocked hideaway will appear in every major city you visit. It will contain several weeks’ worth of supplies, and if you make it inside unseen, nobody hunting you will be able to find you.

The Sword of Swanstantine [400 CP | Discounted for Criminal]
A mythical sword that once belonged to the warrior king Swanstantine the Great. The sword channels the bearer’s inner strength while also amplifying their inner qualities. A good person will get better, while a bad person could easily become a terrible villain. The sword also grants its bearer a set of magic armor.

Criminal Organization [600 CP | Discounted for Criminal]
You gain a large criminal organization similar in scale to the Fiendish Organization for World Larceny. You get several hundred minions of various levels of skill from regular grunts up to talented scientists on par with Black Heron. You have a well-hidden main headquarters and several smaller bases hidden in important locations around the world.

Magic User

A Small Magic Shop [100 CP | Free for Magic User]
You are the owner of a small magic shop. From it, you can sell charms, amulets, and curses involving this setting's magic. It will always have a stock you can sell, and its catalogue will expand to include minor magics from new settings you visit. It can optionally be in an inconvenient or mildly dangerous location, like the slopes of a volcano.

The Borgia Flower Wand [200 CP | Discounted for Magic User]
Formerly the possession of the Countessa Flora Rappaccini and willed to her niece, Magica De Spell, the flower wand is a potent artifact. It grants its wielder total control over plant life. This includes rapid growth, remote control, and granting temporary sentience to plants in its vicinity. If you can imagine a plant doing it, the Flower Wand can make it happen. Just don't break it, as that would cause all of its magic to disappear.

Magica De Spell's Magic Amulet [400 CP | Discounted for Magic User]
This spell focus grants an automatic 20% increase in spell power when used. Much more valuable is its extra ability. The amulet can be merged with conceptually important objects to increase its power dramatically and take on aspects of that object's concept. For example, merging it with Scrooge's first dime will grant a massive increase to luck involving wealth acquisition.

Magic Lamp [600 CP | Discounted for Magic User]
Contained within this magic lamp is Gene the Genie. He is a powerful magical being who can grant any wishes your heart may desire, outside of the standard prohibition on love, death, and more wishes. He also cannot interfere with the running of the Chain, so no wishes involving drawbacks or fiat. Outside of that, you're golden. You get three wishes every jump, or every 10 years.

Companions

Companions can purchase more companions.

Companion Import [50-200]
So you want to create your own treasure-hunting sidekick or family? Well, import a single companion into any origin and race for 50cp each or eight for 200cp. Each imported companion gets 600 CP to spend as well as access to the item stipend.

Canon Companion [100]
So you want to take any other existing character from this world. Well then, this option is for you. This will not force a character to go with you, merely ensuring that you have the opportunity to meet them and guaranteeing a good first impression. Everything after that is up to you.

Scenarios

You can take as many scenarios as you want. **The Greatest Adventure** can begin after you have completed the other scenarios, and you will essentially restart the jump if you choose to do so.

I started as a shoe shiner.

You start your jump the day Scrooge shined his first pair of boots in the Klondike, earning him his first dime. You, too, start as a shoe shine boy, and after earning your first dime, must build wealth on par with Scrooge and Flintheart, being among the top 5 wealthiest people on the planet when they have their great contest. You cannot use any perks or items that grant money or cause you to make money for this scenario.

Reward

You gain **Immortality**, living forever, never dying of natural causes or disease. Only a violent death can kill you.

The Greatest Adventure

You will join the McDucks as a member of the clan for all of their adventures. Starting on the day that Donald drops Huey, Dewey, and Louis on Uncle Scrooge's doorstep, you will stick with them on every adventure for both the 1987 and 2017 timelines. You can pick how you are related to the family.

Reward

The **Clan McDuck** comes with you on your journey. Either as a single group companion or individuals, you get to take whomever you please from the family. This will probably be Scrooge, Huey, Dewey, and Louis at a minimum, but might also include some combination of Webby, Beakley, Donald, Della, and whatever members of the family you choose. Just don't go too nuts, the McDucks might not appreciate being related to certain individuals.

Umpteencentrifugillionair

Become richer than Scrooge by the end of the jump. He will not give up his title without a fight and will start making more money the moment that title seems in danger. At minimum, that amount would be around $1,000,000,000,000,000,000. Don't ask how he can have this much money despite it being more than exists in the world; Scrooge does as Scrooge does. You cannot use any perks or items that grant money or cause you to make money for this scenario.

Reward

You get to take the entire **Fortune** with you as an item that will appear every jump.

Treasure of the Lost Lamp

You start this scenario on the day the McDuck clan arrives in Egypt to find the treasure. Without using any **[Out of Context]** powers, items, or abilities, including the warehouse for the entire scenario, you must reach the Treasure of the Lost Lamp before the McDucks or Merlock. If you are able to get to the treasure without either of the above knowing you are there, take the lamp and get away with it for over a year without being caught, you will win a great prize. After a month on the run, both sides will be alerted to your existence and your possession of the lamp. Every week after that, they will again be alerted to your location and that of the lamp.

Reward
You gain **Merlock's Magic Talisman.** This magic talisman holds great power over other magical powers. It can remove the limitations on any wish-based magics or abilities, be they perk-related or not. An example of this would be removing the three-wish limit on the Magic Lamp.

Drawbacks

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.

1987 or 2017 [+0 CP]
This toggle allows you to choose whether you go to the original 1987 cartoon or the 2017 reboot. You can also mix and match aspects of both, as well as the comics if desired.

It's All Real [+0 CP]
Now you can include events and canon from other media that include this setting or its characters, whether this is games, cartoons, comics, or even commercials, it is up to you.

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

Extended Stay [+100 CP]
For each purchase of this, your time here is extended 10 years. Just take care not to die of old age. That would be a tragically embarrassing way to fail a chain.

Fan Theories are Canon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe? Well, with this, you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the DuckTales universe you're about to enter.

Expanded Universe [+0]
You can merge this jump with the Darkwing Duck, Talespin, Rescue Rangers, and/or Goof Troop jumps in whatever fashion you like, just try to iron out the contradictions before they get out of hand.

Lazy [+100 CP]
You are incredibly lazy and unmotivated. You will need to find a way to motivate yourself to do even the most basic tasks. You aren't depressed, you just have a hard time motivating yourself to get up and do things.

No Sense of Direction [+100 CP]
You have absolutely no sense of direction. If you don't have help from others, you can get lost even with a map in hand. If the place you want to go is a mile down the road, you had better leave an hour early to be there on time.

Coward [+100 CP]
You are a coward. When danger appears, you will be hard-pressed not to run away.

Dense [+100 CP]
You're not necessarily stupid, but much like Launchpad, you tend not to think through the consequences of your actions. Or pay attention to your surroundings. Or believe that a TV show is reality. Ok, maybe you are a bit stupid… but only a bit.

Donald Voice [+100 CP]
Your voice is as grating and indecipherable as Donald's. Nothing can be done to fix this. You will also be driven to sing on a regular occasion, to the dismay of those around you.

Temper [+200 CP]
Much like the members of the Duck family, you have quite a temper. When things start to go wrong, you will begin throwing a tantrum and destroy things around you.

Greedy [+200 CP]
You have a desire for gold that will often overwhelm your better sense. If there is treasure to be found or money to be made, you will often charge in without a second thought. If you aren't careful, you could easily put yourself in danger or push away those who are close to you.

Miserly [+200 CP]
You might not have a desire to make money, but you are certainly opposed to spending it. You are as tight-fisted and cheap as Scrooge at his worst. Scrooge once walked for a week after refusing to pay for a flight, only to discover that he owned the airline in question. All this because he forgot he owned it and refused to take the medication that would have let him remember, because the pills cost a dime a piece. You will go to similar lengths to avoid spending even a single penny of your own money.

Flintheart Glomgold [+200 CP]
Flintheart Glomgold has decided that you are his new rival instead of Scrooge. He will still screw with Scrooge, but most of his focus will now go into one-upping you at every opportunity. Glomgold might not be the most intelligent enemy, but he is annoyingly persistent and holds a grudge like few others. If you kill him, he will just reappear within a week.

Mark Beaks [+200 CP]
Mark Beaks has decided that you are his new rival. He will stop at nothing to prove that he is better than you in every way, usually while posting about it on his social media. He craves fame more than anything else and sees putting you down as the best way to gain that fame. If you kill him, he will just reappear within a week.

Don Karnage [+200 CP]
Don Karnage has decided that you seem to have great wealth around you often enough for him to make targeting you a priority at all times. Anytime you travel for more than half an hour with any kind of valuable objects with you, Karnage and his pirates will attack you to liberate your treasure. If you kill him, he will just reappear within a week.

El Capitan [+200 CP]
El Capitan knows that you know of a valuable treasure and will stop at nothing to get there before you and steal it. Anytime you learn of a treasure, so will he, and he will try to beat you to it. If he is able to get the treasure and get away, you will never have a chance to get it back; it will be lost to you forever. If you kill him, he will just reappear within a week.

Your Wish is My Command [+200/+600]
You are the slave of the lamp. As a genie, you have the power and the obligation to grant the wishes of any who holds your lamp, up to three wishes per holder. You must grant all wishes in good faith, without twisting them to your own ends, but you are under no obligation to prevent a wisher from making bad wishes. You can only use the powers of the lamp to grant wishes, you cannot use the powers without a lamp holder commanding it. Once three wishes have been granted to an individual, you no longer need to obey their commands, but you may not harm or cause harm to a holder of the lamp, regardless. Should a wielder of the lamp possess Merlock's Talisman, they may make wishes for you without limit. For an additional **+400 CP,** you start the jump in the hands of Magica De Spell. At the end of the jump, you lose all powers gained from this drawback.

Ah Phoey [+200/+400]
For **+200 CP** you have minor bad luck. Tripping over cracks, having birds poop on you, spilling food on yourself, just everyday minor misfortunes, but they will happen all the time. For an additional **+200 CP** you are now victim to major misfortunes on a regular basis. Things like being hit by stray meteors, getting hit by cars, falling out of windows. This is a basic example but the more something would seriously inconvenience you the more likely it is to happen. This is especially true of things you actively want to not happen.

The Beagle Boys [+400 CP]
The Beagle Boys have learned about your status as a jumper and the existence of your cosmic warehouse, and they want to rob you of everything you own. They have figured out a way to break into your warehouse, and so you must maintain constant vigilance against them. Anything they steal will remain with them until the end of the jump unless you steal it back. You also can't just kill them because Ma Beagle will arrive and prevent you from doing so before beating the tar out of you, no matter what powers you have.

The Fearsome Four [+400 CP]

You have done something to royally tick off this group of supervillains. Now, Brushroot, Liquidator, Megavolt, and Quackerjack have decided that the only way to deal with their anger is by killing you.

Phantom Blot [+400 CP]
The Phantom Blot blames you for the destruction of his home. He believes that you are the reason Magica attacked them, and he hates you for it. He will stop at nothing to see you destroyed.

Fritter O'Way [+400 CP]
Fritter O'Way has a document that says that you owe his family everything you own, including your powers. According to him, your predecessor promised his ancestor to deliver a case of Horseradish to the custom house of Jamaica. It was lost at sea somewhere between Europe and the Americas. He will appear at some point in the jump and serve you his papers. You will have a month to find the crate and deliver it without using any **[Out of Context]** powers or items. If you fail, you will be stripped to your bodymod for the rest of the jump and be forced to work for Fritter as a servant for the rest of the jump. Your powers and items will be restored at the end of the jump.

I'll Earn My Way Square [+600]
You have no **[Out of Context]** items, powers, or warehouse. You are reduced to your bodymod and whatever you buy in jump.

F.O.W.L. [+600 CP]
Bradford Buzzard and the rest of F.O.W.L. High Command have discovered your status as a jumper and see you as a threat to their plans. They will mobilize all of their available resources to destroy you.

Moon invasion [+600 CP]
The Moonvasion has just grown exponentially more difficult to deal with. Their numbers have tripled, all of their soldiers are now very competent, Penumbra was captured when trying to defect, and now cannot help, and the villains of the world are too busy fighting each other to help fight the aliens. The Moonlanders also know who you are and know you are a threat to them.

Knocked out of time [+600 CP]
You have fallen through a moonbeam reflected from a mirror onto the floor. This has caused you to fall into the past. Unfortunately, when this happened, all of your **[Out of Context]** powers and items were locked in the present. You appear in the ballroom of the reformed pirate Don Alcatraz de Menudo y Salsa. He believes you are a witch there to steal his treasures. He plans to burn you at the stake in a month's time. You have that month to plan your escape, and then you must make it back into the ballroom on a full moon to jump through the moonbeam portal back to the present. If you fail to escape before you are burnt at the stake, you will awaken in your cell on the first day of your captivity. This will repeat itself Groundhog Day style until you are able to return to the present. Don't assume this will be easy, as Don Alcatraz has dozens of loyal guards who believe you are a witch, and even if it doesn't kill you, being burned at the stake will be an agonizing fate best to be avoided.

Magica De Spell [+800 CP]
Magica De Spell has learned of your nature as a Jumper, and she wants it. She will hunt you down and try to steal your powers. And she can do it too. Magica has a ritual capable of taking your powers, and if she is able to enact it 10 times, she will be able to take your place as a Jumper, stranding you here forever. You cannot kill her, for she will only return more powerful than before. You cannot imprison her, for she will always escape within a month's time. Your only hope is to interrupt her rituals, which she can only perform in your presence. I hope the extra CP is worth it.

Decisions

You have three choices …

Go to the 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

v1.0

Initial Jump creation

v1.1

Minor grammar and spelling fixes

v2.0

Changed Drop-In origin to Everyman Duck and gave option for all origins to be drop-ins
Changed Locations, Perks, Items and Drawbacks.
Location: Ithequack - added
Perks

- Woo-Hoo! - add
- Sharks - add
- Multi-talented - add
- Smarter than the Smarties - moved to general perks
- Tougher than the Toughies - moved to general perks
- Clone most F.O.W.L. - increased price
- There is absolutely no truth to the claims that my treasure hunting is in any way dangerous to Duckberg! - add
- A Glomgold Industries Scheme - add

Items

- House Boat - add
- Medusa Gauntlet - add
- Deus Excalibur - add
- The Jewel of Atlantis - add
- Gem of Tiffany - add
- Disney - add
- Treasure Map - Removed as redundant since the Cartographer's Quill does the exact same thing
- Magic Compass - add

Drawbacks

- Ah Phoey

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