



Welcome Jumper, to Sequin land, a place of sand and magic. Here the belly-dancing guardian genie of Scuttle Town, Shantae, does battle with the fiercest pirate around, Risky Boots. You'll find magic and danger abounds in the desert, often in the form of monster girls.

Backgrounds

Drop-in (Free): You get plopped down in the markets of Scuttle town.

Guardian (Genie) (Free): You live in one of the kingdoms, keeping them safe from pirates and monsters. You have dedicated your life to the people, and they return the favor with food, pay (well, it's nice to hope) and company

Pirate (Free): You're a scourge on the seven seas, raiding town for their plunder, backed by a small army of tinker bats.

Baron (Free): You are committed to two things, Evil and your personal theme. Maybe it's technology, maybe its ammunition, or maybe you're just a big squid. Pick one thing to be obsessed with.

Races

Human (Free): You get the idea.

Cyclops (Free): You have one eye. Somehow this doesn't seem to change anything.

Half-genie (Free): The end result of Genie mothers with human fathers. Strange powers and wild hair colors abound. You also have pointed ears.

Genie (200): You are one of the Genie, powerful women who guard the various kingdoms of Sequin land. You have incredible magic, but you can be bound and trapped by various relics. You can also travel to the genie realm freely.

Merperson (100/300): You are a merman or mermaid, a human part fish. You can use basic water magic, or for another 200 cp, you can be like the mermaid queen, gigantic and capable of much more advanced magic, and even shooting laser beams from your eyes.

Zombie (100): You died, jumper, but luckily you came back! You can detach any of your body parts without injury, and tunnel through rock and stone effortlessly. Some zombies are known to use their body parts as weapons.

Giant Warp Squid (400): You are a giant red warp squid with impressive powers over teleportation, but the largest benefit is that you are a miniature kraken.

Tinkerbat (+200): You are the remains of a human who fell prey to the pirate's curse. It's warped your body, so you only have 4 fingers, no mouth, and pitch-black skin that glints like obsidian. You can't talk or communicate in this form except by body language or telepathy if you have it.

Perks

General

Belly Dancing Basics (Free for All): You now have impeccable rhythm, and you know all of the major styles of belly dancing practiced both this world and across your world's Mediterranean. You are an excellent dancer in any style you manage to learn, and you'll be able to lead a partner like a pro, no matter how large the skill gap you have between you. Comes with free toning of the abs, and the stamina to dance for hours.

It's a Video Game, Just Roll with It (Free): As this is a world based on platformer series, you need to adopt some of the conventions to get around. You are now able to guide your jump trajectory in the air, after you already jumped. You can also land safely from any height and can leap through certain platforms and floors from the bottom. You always know which ones you can jump through.

Mana Bar (Free): You have a small mana bar that allows you to make use of special moves and fuel magic spells, like pike balls and storm puffs. It slowly refills over the course of an hour if you completely deplete it.

Space Wallet (free): You gain a small pocket plane to store money. You can 100,000 of the local currency. In addition, smashing pots will commonly produce small jewels or coins even were there were none before.

A Bad Example for The Kids (Free): There are a lot of skimpy outfits in Shantae and no one seems to mind. With this perk, this will hold true for anything you wear as well.

Monstergirl Madness (200): The majority of Shantae's enemies have a certain theme of being Monstergirls, and if you'd like to carry this theme forward, this perk will cause monstergirls to appear in future jumps. They might be foes, or they might be friends, but they will be thematically appropriate to the jump. Can be toggled on/off at jump start.

Extra Life (600): You got a one up! This strange item in the shape of your head will trigger if you die and will instantly resurrect you in the nearest safe place.

Drop-in



Hero for Hire (100): You have the skills and reputation to be a traveling mercenary. Tales of your victories in battle will spread faster than your peers, and your skill in melee combat is nothing to sneeze at. Enough to handle most monsters in this world

Interspecies Relations (200): While it's seems strange that genie, those magical women who can live for millennia and are imbued with magical powers would fall for the common man to produce the Half-genies. But you now know the secret to seduce beings so much more powerful than yourself, or at least make sure you can have nice friendship.

Special move (400): You may not have the magic of the Genies, but you have cultivated a few special moves, something that complements your move set, like summoning extra flail heads to throw at enemies who are outside of your reach. Design a special move that compliments your current fighting style and can be activated about 4 times before you must recharge your stamina.

Memory (600): Your existence is now tied to those who can remember your name and legends. You can pass from time to time, but you will return to life as long as someone remembers your name. You also can erase others from people's memory, but this use can only affect up to a small town at once. However, if your memory is gone from the world and you die, your chain still ends. This coming back can only activate once per jump or every ten years. Extra lives beyond this one will be consumed before this perk activates.

Guardian (Genie)



Ret 2 Go!!! (100): You are a bundle of energy, always ready to face the day with a smile on your face. The time it takes you to get ready for the day is now always 5 minutes, even if in your subjective time was several hours.

Whip it! Whip It Good! (200): Your hair is really long jumper. At least 5 feet, and you have the neck muscles to use it like a bull whip. If you pamper your hair with magical products, your hair will snap faster and deal more damage.

Magical Ancestry (400): As a half genie, you are half-genie and half-mortal, but you are able to use the Genies most useful skill; *magic*. Once you cast a spell, it's bound to your mind forever, and you can cast it consistently, as long as you have mana. You can purchase upgrades to spells you know in most towns. Even if it's the super rare spell that can normally only be cast once ever by a mortal, you no longer have to bother with such annoyances.

Dance Magic (600): You have the ability that grants Shantae so much versatility. You can now perform magic dances to transform into various forms. You'll need to find something to teach you the steps, but you can attempt to learn new forms by studying an animal and translating its forms to dance steps. At the start of the jump, you have access to the monkey and crab forms.

Pirate



Pirate Agility (100): After many years on the sea, you know how to move about a ship quickly. Swinging on the rigging, dashing on the poop deck, you can do it all. This can translate to combat skills with slide kicks and dive bombs if you can fight on a ship you own.

We Have More Men! (200): You are the type of leader that those under your command will die for and luckily you have men to spare! Soldiers under your command will follow your orders faithfully even if it's just to throw themselves at the enemy. After all, enough viscera will eventually clog up a meat-grinder. Your tactical abilities also gain a large boost.

Mash up! (400): A pirate is normally stymied by a lack of water, but not you. Instead, you've learned to modify your means of transportation by mashing it up with something. maybe it's a giant slug, maybe it's freaky mechanical spider legs. You've also learned to do this with other machines, such as fusing a car and a boat, or a tank with an airplane. This perk can work with other machines, but it is mostly focused on transportation.

Plunder the Town (600) In the heat of battle, you don't have time to break into every home for their coin. Instead you can choose to attack the building itself for the wealth it hides. This technique costs mana, but you can punch a building, and the harder you hit, the more of the money is sent into your spatial wallet. Hitting a bank with the force of a nuke would get you everything that was in every vault, safety deposit box and even the contents of every wallet of anyone who was inside. inside. This won't damage the building or the inhabitants.

Baron



Filler Boss (100) - Your tenacity is amazing. No matter how many times you get beat down by the hero, you always get back up. In fact, you're a bit of a masochist, and being beaten drives you to work harder and smarter to overcome a foe.

Shadow Clones (200) - You can create 4 illusionary copies of yourself for 10 seconds. They mimic your movements, but are intangible, and can't be harmed or directly harm anyone else.

Palette Swap (400) - Choose an elemental variant. Ice? Fire? Lightning? Something more exotic? This allows you to wreath yourself in that element and shoot projectiles made of it. May be selected multiple times, each time with a different element.

Metal Mode (600) - You can surround yourself with a shell of metal that renders you invincible for 10 seconds. After using this, this goes on cooldown for a minute. Post-jump, this is only usable once per month.

Items

General

Arabian Beats (Free): You gain a mental soundtrack of all the Shantae games that plays during appropriate times.

Fancy Outfits (Free) You get the complete collection of every outfit in the Shantae series and side games. From Shantae's Bedlah to Bolo's tunic you have a copy of it all, and the clothes tailor themselves to whoever is wearing them.

Glasses (Free/50) A pair of glasses. The free version corrects your vision and makes you feel smart. The 50cp version does that and provides a minor boost to intelligence.

Shantae Theme (50) - This remodel your warehouse and items after Arabian nights. Can be toggled on/off.

Desert Princess Outfit (50) - A slinky little number that will allow you re-enact a scene from a desert planet far, far, away. Free if you purchased 'A Kingdom in The Desert'.

Magic Carpet (200): A magic carpet that can float, hover and is large enough to transport at least 8 people. It moves at the speed of sound, and provides a force field that keeps birds, bugs and other moving objects away from passengers. Provides inflight entertainment and snacks.

The Lamp (600): You have the Genie's lamp, which allows its user to control and trap genies. It's been powered by the three seals, but this is a dangerous item if not used properly. Avoid letting Risky get it while you're here (doubly so if you're a genie). post jump, this can capture almost any kind of spiritual entity. Since you're buying it here, it can also contain 1001 spirits before getting full. There is already a helpful guardian genie who will help you learn more about the relic if you let them go.

Drop-in



Trusty weapon (100): A spiked ball at the end of chain. Won't break and has a long reach. You may import a previous weapon to gain these benefits.

Bird Magic Manual (200): Instructions on the care and breeding of birds. Allows you to breed giant sized birds that can carry passengers. also includes a few tips and tricks on using birds in combat.

Fighter Gear (400): This set of Golden, armor doesn't just look great, but it also teaches you new moves to fight with. The boots give you a high kick; the belt/sash gives you a spin kick in the air; the cuff gives you an incredibly strong elbow dash; and the tiara grants a twirl

A Kingdom in the Desert (600) - The inhabitants of this kingdom are waiting for the return of their Princess, who bears a shocking resemblance to Shantae, except for a few minor differences. Somehow, you've wound up owning this Kingdom. Becomes a warehouse attachment post-jump. You may place it in the world when you enter a jump. Regardless, it retains any upgrades and modifications you make to it.

Guardian (Genie)



Unlimited Cookie-Dough Ice-cream (100): How did this get here? Ice cream it is a foreign concept to this world! Maybe Shantae had to do some impossibly long quest to get this. Needless to say, you now have access to an unlimited amount of Cookie Dough Ice Cream, summonable by the pint, quart, or whatever you desire for a serving.

Pike balls, Storm Puffs and More (200): You now own the majority of offensive spells Shantae uses in battle. The Pike ball orbits you and hits as if you had swung a mace. Storm puffs are stationary electric turrets. Fireballs simply launch forward and explode.

Magical Haircare Products (400) You gain an endless supply of magical naturally sourced organic shampoo and conditioner. The more you use it, the stronger your hair grows and even the faster it can whip out. Comes in any scents you want.

Scuttle Town (600) Shantae's Hometown has just come into new leadership, It's you! Comes with bird hatchery, spa, Uncle Mimic's lab, general store and other such things. Attaches to your warehouse post jump. It retains any upgrades and modifications you make to it.

Pirate



Flint Lock (100): This is your trusty flintlock. Comes with unlimited bullets.

Pirate Armor (200): No bones about it, this is good armor. Made from the skull and hips of the pirate master, this armor will protect you from dark magic, explosions, but sadly not the stupidity of your henchmen.

Pirate Tools (400): The hat, the boots, the scimitar and the canon. These come with their full abilities of gliding, dashing, downward thrust, and tripling jumping.

Scourge of the Seven Seas (600): You now own a ship of the line complete with a replenishing supply of tinkerbats and ammunition. It retains any upgrades and modifications you make to it. A previous ship can be imported into this item for free.

Baron



Thematic Clothes (100): These clothes perfectly match whatever theme you chose, and function as light armor. Also, no matter how badly they're scrapped up in a fight, they return good as new the next day. You may import other clothes into this item for free.

Mounted Gun (200): A large gun mounted on a platform. Just make sure the targeting module is installed properly. It can hit a target a mile away with a payload of 50 pounds.

Factory (400): This is a large factory. It makes...something, probably related to your theme, but entirely mundane. Choose that thing. The factory itself also has a large amount of seemingly pointless conveyor belts, so if nothing else, functions as a giant treadmill.

Stage (600): A thematically appropriate level of your own, with you as the boss. Post-jump, this becomes a warehouse attachment, though it can be placed within a future at your discretion. If you'd prefer not to be the boss of this level in future jumps, this also comes with a non-sapient doppelganger who know all your moves from this jump.

Companions

Canon Companions (50 each): Did someone catch your eye? It was Shantae wasn't it? It's always Shantae. Well, you can grab her and whoever else you want for just 50 cp a pop.

Import/Create (50/200): You can import or create one companion for 50 cp, and they receive 600 cp for their own purchases. You can import 8 for 200 cp, and they receive the same stipend as before. Your companions can take drawbacks.

Drawbacks

Arabian Nights (+0): While these games are based on the Arabian legends, they're a bit filtered through modern eyes. Now the world is much more clearly based on ancient legends of old. expect more Djinn, a boss fight with the 40 thieves, and maybe you can even meet Scherazade or Ali baba.

Kickstarter Dreams (+0) All of the cut content from over the years has magically shown up in this world.

Near-sighted (+100): You're near-sighted, so be very careful with delicate machinery, or you might just insert some module upside down and backwards. Glasses can correct this, but you'll find that you're constantly losing them, especially when you could most use them.

Loveless (+100): You will be incredibly unlucky on the romantic front. This won't prevent you from having friends, but either no one will be interested, or events will conspire to make you remain single.

Stuck (+200): You are trapped in the form of a monkey or a crab. Even if you know dance magic, this isn't going to help with your predicament. You'll be stuck for 2 years before getting back your normal form.

Don't Need to Save the World if I'm at the Grocery Store (+300): Somehow, Shantae is stuck in the grocery store and has an impossibly long, drawn out quest she has to do involving that. Something about Ice Cream. So, someone else needs to step up and save Sequin Land. That someone, as you probably guessed, is You. Congrats on (being forcefully) volunteered for the safety of the world

Nega-Jumper (+600): Hmmm, that's odd. You landed in a concentrated mass of dark magic; it's bonded to you. It's formed a doppelgänger that looks just like you, has all of your perks, and **Hates** you, and everything you stand for, with a burning passion. It has access to all of your perks and knowledge, but not your companions or items. The doppelgänger can use your powers significantly stronger than you could. Let's hope you can survive the coming battle because if you don't it will take over your chain.

I Dream of Spikes (+600) - The difficulty of the platforming tends to ramp up near the end of a Shantae game, with Spiked floors, ceilings and walls everywhere, along with bottomless pits and flying enemies. With the drawback, this is now your life. Try to get to the store? A bottomless pit will be on your route. The movies? You'll need to go through a spike filled passageway. A casual visit to a friend? You'll need to swing across a monster infested river. No matter what, there will be hazardous conditions between wherever you are and wherever you want to go. No one but you will find anything strange about this. This drawback will nullify any travel perks or abilities like flight or teleportation meaning you will have to do things the hard way.

Notes

A proper notes section is coming later but first let me give a huge shout out to Atoth62, u/Airy_Sama, u/Patience_Endures and everyone else who helped me finish this jump! I couldn't have done this without you.