

# BANJO-KAZOOIE

A pleasant land of anthropomorphic creatures and living objects awaits you.

But not too pleasant.

On the Isle o' Hags it is evil witches who hold all the power. From their dark towers they are a constant source of fear for the tiny creatures down below. The most active of these threats is a witch known as Gruntilda Winkybunion - a cruel hag who speaks in rhyme. Unfortunately most creatures are far too timid or indifferent to take a stand against her or her witch siblings, simply hopeful that they won't become targets.

The world is difficult to navigate, with many distinct sub-worlds hidden in magic portraits or behind enchanted doors. For those willing to adventure, plenty of witch gold in the shape of jigsaw puzzles can be found. Most is hidden behind indestructible doors that are passable only if you've collected enough of the much less valuable music notes. Thankfully these notes are all over the place, as are servants of the cruel witches.

For the next ten years, this strange land will be your home.

## BUDGET

To get you started in this world you'll get some choice points. These can be used to buy new abilities or toys, even customizing your new body isn't out of the question. Speaking of the new you...

**+1000CP**  
CHOICE POINTS

# BACKGROUND

These choices can grant you basic knowledge of the world and additional experiences. As with any new memories, they will effect your personality and reactions to events, however you'll still remain in control of all your decisions. In many cases, you will be granted a new form as well.

## DROP-IN

- + No new personality clouding your judgment.
- +/- You still get an animal form to fit in.
- No knowledge of the world.

This particular background doesn't effect your outlook at all! No new memories or knowledge will be gained, but this comes with the comfort of knowing you aren't being influenced by thoughts that aren't your own. Even though your mind is unaffected, your body will still be adjusted to make you more like the regular folk around here. You can choose any burrowing animals as your new form. The body doesn't offer any new abilities beyond what you purchase below though.

**FREE**

## BEAR

- + You have an excuse to make bear puns.
- +/- Other people aren't bears.
- You will have to tolerate constant bear puns.

All joking aside, being a bear is like living the good life. It's pretty easy to get enough food and living here has made you the lazy, gluttonous, and gullible bear you are today. Despite these flaws, you're still a decent person though, ready to help others in need when circumstances call for a hero. You automatically gain a Bird companion to help motivate you for adventuring, who has all the abilities free or discounted to their background. Also you're a bear now, sorry if that wasn't clear earlier.

**100CP**

## BIRD

- + You're quick with words and clever.
- +/- Your wittiness is typically saved for insults.
- You come of as mean-spirited quite often.

Being a bird isn't just a background - it is a way of life. At least it is now, because for the next ten years you're a bird. You're impulsive and adventurous and smart, a bit of a contrast to your partner in crime. You get a free Bear companion complete with all abilities that are normally free or discounted to them. They should help keep you grounded from rushing in to make mean remarks about everyone you meet. Speaking of grounded, you haven't actually mastered that whole flight thing yet.

**100CP**

## WITCH

- + One of the powerful magic user of the world.
- +/- You are widely feared by non-witches.
- You look basically human, only greener.

The most frightening users of magic found on the Isle o' Hags. If you go out in public, expect the lesser races to rush to their homes and start praying for you to leave quickly. Occasionally you may encounter those that want to fight you for your past crimes, the whiners. You get a imposing tower on the outskirts of civilization where you can practice magic or perform experiments on others. Not that you've ever done anything like that, right? The whole evil thing can be just for show, if you want.

**100CP**

## WITCHDOCTOR

- + Knowledge of secret magical arts.
- +/- You look pretty much the same as always.
- You're a bit of a coward and a cheat.

The difference between witches and witchdoctors lies in the "doctor" aspect. You're familiar with healing and helping others with you spells. Despite your knowledge of ancient tribal magics you aren't confident (or dangerous) enough to face witches in direct confrontation. You're content to let other heroic types risk their lives to solve your problems for you, with you playing only a minor role in supporting them. If you think you can get away with it, you'll probably charge them for doing you a favour.

**100CP**

## HENCHMAN

- + You are skilled and very useful to others.
- +/- You begin quite loyal to another person.
- You are generally meek and obedient.

Subjected to several experiment you don't really resemble a human or an animal anymore, though you aren't necessarily ugly. Perhaps it was your unusual appearance that led you to avoid society and led to the doorstep of a local witch. Your master might not be the kindest person at times, but they are willing to accept your strange appearance when no one else is. You can't imagine turning your back on them or disobeying their orders. You may import a past companion as Witch who gets all witch abilities.

**100CP**

## AGE

When you arrive your new body is 12 + 2d8 years old. If this is too young or too old, a small fee allows you to select any age from 10 to 40. Age doesn't mean a lot around here, though I've heard some get more angular features over time.

**50CP**

## RACE & GENDER

Don't want to be a fluffy critter? Care to be something other than a birdbrain or whatever-the-thing-that-Klungo-is? Good news, you can. Paying lets you choose another animal as your form (even human) and lets you choose your sex.

**50CP**

## IMPORTS

Feeling a little lonely? Don't! Friends you've made before can join you in this world too. Each imported ally gets 600CP of their own to spend on an origin and abilities. Bears, Birds, and Henchman each get one special import free.

**100CP**

# LOCATION

Where you are could end up being just as important as who you are. While you ponder that, roll 1d8. The result on the die determines the world you start in. If you have a specific place you'd like to begin in you can give up 100CP to start there. Bonuses on this page end when the jump does.

## SPIRAL MOUNTAIN

**1** This place gets its name from the large spiral shaped mountain at its center that is surrounded by a moat. It has bountiful fields and picturesque waterfalls. The titular bear and bird make their home here, despite the close proximity of the territory to Gruntilda Winkybunion's lair.

## TERRYDACTYLAND

**5** In this world it seems the dinosaurs mysteriously never died out and instead live here, many now even smart enough to talk. Cavemen tribes live among the dinosaurs too, though they make war against other tribes. In this living fossil of a world the mighty T-Rex reigns supreme.

## TREASURE TROVE COVE

**2** Sandcastles, sharks, and a salty Salty Hippo can be found here. The island is quite bare, and in the distance there is water as far as the eye can see. It at least has a lighthouse to hide out in during stormy weather. A place with a named treasure trove is bound to have loot too.

## HAILFIRE PEAKS

**6** Split down the middle, one side has fiery while the other is frigid. Either way, you're going to need to get accustomed to extreme temperatures. Each side has its own dragon lording over it, and they occasionally blast intruders with projectile attacks whenever it amuses them to do so.

## BUBBLEGLOOP SWAMP

**3** With trees that block the sun, plentiful mosquitoes, and piranha infested waters, it's a wonder that Bubblegloop Swamp has even a single resident. It is home to antire choir of musical turtles as well as one particularly vile crocodile. There's no shortage of food, if you like piranha.

## FREE CHOICE

**7** Looks like you got lucky. You can choose any world featured in Banjo-Kazooie or Banjo-Tooie to begin in. As a side bonus, it appears the portal to the place isn't sealed (if it had one) so you won't have to wait for that dim-witted bear to arrive before you can get out and explore.

## MAD MONSTER MANSION

**4** Though smaller in size than any of the other locations many consider the summer home of the Winkybunions to be particularly menacing and complicated to navigate. The spectral Tee-Hees are a serious threat here, since they cannot be killed. Everything here is unfriendly to guests.

## WITCHYWORLD

**8** A rundown, decrepit theme park with broken, dangerous rides and other unwelcome attractions. Due to the safety record it was closed down some time ago. It is run by deranged employees that attack anyone on sight and has perverse purveyors handling the unsanitary food stands.

### COZY COTTAGE

Why go through the trouble of creating a home when a perfectly comfortable cabin can be yours for such a low price? It comes with a kitchen, living area, bedroom, and bathroom. All furniture within has a 10 year guarantee to never break.

**50CP**

### CELEBRITY

It seems that everyone in your starting location is completely captivated by you. It will take conscious effort on your part to make enemies here, even the environment seems to treat you better. This has no effect on witches.

**RESTRICTED UNWELCOME 50CP**

### UNWELCOME

The moment you arrive you can feel hostility in the air. Residents will fight you as soon as they lay eyes on you. You inspire such revulsion in the people and baddies alike they will follow you from this world to harm you elsewhere.

**RESTRICTED CELEBRITY +50CP**

# ABILITIES

This world is full of talking animals, witches, and inorganic creatures that have no reasonable explanation for living. In bizarre worlds like this, there are some useful skills and powers to be acquired. With the right backgrounds, some options will be discounted (50% off) or even free.

## FLAP FLIP

From a crouching position, you can perform a high-jumping backflip that carries you to three times your height.

**50CP**

## THEY SEE ME ROLLIN'

You can easily tuck into a ball and roll around with next to no discomfort. Striking foes like this is as effective as a high speed body slam.

**50CP**

## WONDERWING

By drawing on your supply of golden feathers (only twenty can be carried at a time) you protect yourself from taking damage for two seconds. You can do nothing but block while using this ability, but others can use you like a shield.

**50CP**

## QUIZZICAL

You gain an innate talent for game shows. You could easily construct elaborate sets or host one of your own. When questions are posed in a multiple choice format, you know which is the right answer (though not why it's right).

**DISCOUNT WITCH**

**100CP**

## BILL DRILL

When striking from above you can begin to spin rapidly, dealing additional damage and breaking through most breakable solid objects. Though you spin at incredible speed you'll suffer no motion sickness.

**100CP**

## BUDDY BASH

You can swing your allies as weapons without doing any harm to them. This tends to be a slow yet very powerful attack, and only gets stronger with heavier allies.

**DISCOUNT BEAR**

**100CP**

## NEARSIGHTED

You can choose not to be able to see or identify specific objects or beings. Individual targets can be rendered blurry, blacked-out, or completely invisible to you - your choice.

**FREE DROP-IN**

**100CP**

## TUNNELVISION

You can see perfectly well in natural darkness.

**DISCOUNT DROP-IN**

**100CP**

## SWIMMING

Unlike others in this world, you have a natural talent for swimming. You can swim for extended periods without tiring and while underwater you are able to hold your breath for a much longer period of time.

**FREE BEAR**

**100CP**

## LOUDMOUTH

Upon catching sight of a person, you instinctively know several cruel nicknames you could use against them. You also have a sense for how offended they will be when you use these names against them.

**FREE BIRD**

**100CP**

## EKUM BOKUM

You know the basics of transformation magic, and with a willing target and a source of magic (such as a glowbo) you can master a new spell to turn an ally into a specific animals and back again. One animal transformation for each magic source.

**FREE WITCHDOCTOR**

**100CP**

## SCARY DARK MAGIC

You can toss a green misty projectile at things. It moves slowly on a straight course. If it strikes a living target, they will be wracked with pain and suffer some physical harm. This spell is ineffective against non-living targets.

**FREE WITCH**

**100CP**

## ALCHEMY

You are incredibly capable at mixing together mundane ingredients to create effects that can only be described as magical. For a short time, these potions can create temporary copies of you, turn you invisible, or give you shielding.

**FREE HENCHMAN**

**100CP**

## HONEYCOMBED

Thanks to a healthy diet based primarily off eating copious amounts of honey, you have become healthier and able to endure more attacks.

**DISCOUNT WITCHDOCTOR**

**200CP**

## KLUNGO SSSAVESSS TEH UNIVERSSSE

You gain a basic understanding of programming useful for designing your own video games. Upon arriving in this world you already have a copy of one 8-bit game reminiscent of a previous adventure.

**DISCOUNT HENCHMAN**

**200CP**

**SOIL BRAIN**

You can identify any type of natural ground and its properties. You become extremely capable in the science of geology and especially pedology.

When fictional elements contribute to the ground, you quickly understand their properties and role in the environment.

DISCOUNT DROP-IN

**200CP****CLUELESS**

You can easily convince others that you have no idea what is going on by playing dumb. Using this ability, you come across as quite stupid and it leaves a lasting impression on those you come effect with it.

DISCOUNT BEAR

**200CP****MIXING MIXTURES**

Your created potions can bestow multiple effects you know, however mixing too many might cause surprises. You can reliably mix up to a dozen elixirs without them interfering with the effects of each other.

REQUIRES ALCHEMY  
DISCOUNT HENCHMAN**200CP****HUBBA HUBBA HUMBA**

You're easily the most attractive human in the world. That's not really saying much, considering how many humans there are here. But you get to retain a human form here - and get more attractive as well!

DISCOUNT WITCHDOCTOR

**200CP****RHYME OR REASON**

When you speak in rhymes, your spells become inexplicably more powerful. They can last longer, become more precise, or simply be more destructive as a result, depending on the spell in question and the words you use.

DISCOUNT WITCH

**200CP****EGG BLASTER**

You can store eggs or egg-shaped objects in a special pocket dimension where they never spoil. You can utilize stored eggs as weapon, firing them at high speed from your mouth. You can retrieve eggs from this space by laying them.

DISCOUNT BIRD

**300CP****YOUR IDEA IS BAD**

You can easily identify the flaws in other and their plans. In itself this doesn't make you able to make better plans, but knowing what is wrong with things is generally a good place to start for fixing them.

DISCOUNT BIRD

**300CP****DIG IT**

You can dig through soil with ease. Your speed travelling underground is about the same as if you were travelling unobstructed above ground at slow jog. This doesn't allow you to tunnel through solid stone though.

DISCOUNT DROP-IN

**400CP****IGNORANCE IS BLISS**

Your good mood cannot be suppressed, even by magic. You can see the positive in almost any situation and generally tend to feel positive emotions more strongly. Others will be happier in your presence.

DISCOUNT BEAR

**400CP****MUMBO JUMBO**

You can speak nonsense and people will still understand you as though you had spoken clearly. You can use this to communicate with others who don't speak your language. When others speak unclearly, you get closed captioning.

DISCOUNT WITCHDOCTOR

**400CP****HOMING SPELL**

When your aim is off, projectile magic will alter course to better hit your intended target. This won't guarantee a hit against agile foes, but will certainly improve your chances.

DISCOUNT WITCH

**400CP****IT'S ALIVE!!!**

You know the secret for the elixir of life. This potion doesn't extend life sadly, but you can pour it onto objects to animate them and grant sentience. They won't necessarily be loyal to you but some may enjoy being alive.

REQUIRES ALCHEMY  
DISCOUNT HENCHMAN**400CP****TEACHER**

You are superb at teaching others new techniques. As long as you can clearly explain something to a person and they are physically capable of doing what you describe, they will be able to perform new moves without practice.

DISCOUNT DROP-IN

**600CP****CHRONIC SHAPESHIFTER**

You can immediately get the hang of using new forms. Whatever body you have, it always feels completely natural to you. You are aware of any natural powers or attacks your form has and are fully capable of using them.

DISCOUNT BEAR

**600CP****BEAK BOMBER**

You can take flight anywhere, and it doesn't even expend red feathers to do so! Remaining airborne takes little effort, but you can expend energy to launch yourself forward at destructively high speeds.

DISCOUNT BIRD

**600CP****OOMENACKA**

You are very advanced in the skill of transformation magic, able to channel your own magic into spells to transform others into animals and even sentient vehicles or other animated objects.

DISCOUNT WITCHDOCTOR

**600CP****MAGITECH**

Your technology and magical powers are always fully compatible with each other. You gain a better understanding of both machines and magic, and are quite capable of using one to supplement the other.

DISCOUNT WITCH

**600CP****MONSTER IN A BOTTLE**

You can take bodies back to your lab and convert them into an easily stored gel-like substance. When exposed to air the creatures will assume their original form and fight whoever is nearest. Comes with seven stored

Tee-Hees.

REQUIRES ALCHEMY  
DISCOUNT HENCHMAN**600CP**

# ITEM EMPORIUM

Warning: Many items in this world are sentient. You can choose to have them replaced by inanimate objects upon leaving this world. If you want to keep the intelligent version upon leaving it will count as a companion after the jump. Living items will be marked with googly eyes.

## WADING BOOTS

A pair of green rubber boots. Wearing these lets you walk in the most dangerous of knee-deep substances without being hurt. Piranha-filled water, bubbling acid, radioactive waste, or frigid waters are not to be feared. They fit perfectly.

FREE DROP-IN

50CP

## TURBO TRAINERS

This pair of white running shoes features a red star on the heel. Wearing these lets you run at incredibly high speeds in fifteen second bursts. You move quickly enough to dash across the surface of water.

50CP

## CLAW CLAMBER BOOTS

Wear these boots and no more falls, as they let you walk up walls. These blue shoes have red suction cups on the sole that let you scale any solid surface with ease.

50CP

## BEAKERS AND BOTTLES

Some empty bottles. These can be blowing bottles used as instrument (discount to drop-ins) or something cleaner to be used for storing your scientific pursuits (discount henchman). Handy for storage, regardless.

FREE DROP-IN  
FREE HENCHMAN

50CP

## BANJO

A four stringed instrument often associated with bluegrass music. If you select an origin other than Drop-In, you are already an experienced banjo player.

FREE BEAR

50CP

## KAZOO

The kazoo is played professionally in jug bands and comedy music, and by amateurs everywhere. It is one of the easiest melodic instruments to play, requiring only the ability to vocalize in tune.

FREE BIRD

50CP

## ZAP STICK

Though not very powerful, this magical wand allows you to hold a nearby enemy immobile while making it suffer an unpleasant electrical sensation. It will take a long time to do anything serious harm with this though.

FREE WITCHDOCTOR

100CP

## LARDMASTER 2000

Great for transportation, you can fly around on it and it will talk to you too. After the jump ends you can remove its sentience and turn it into a "normal" magical broomstick. Has the potential to carry up to 4000 lbs.

DISCOUNT WITCH

100CP

## EGGS

You have a large supply of blue eggs, grenade eggs, ice eggs, fire eggs, and clockwork kazooie eggs. Whenever you run out eggs, you can expect to receive a small shipment the next day

DISCOUNT BIRD

200CP

## JIGGY

This giant puzzle piece is made out of solid gold! It would fetch a fortune if only there was some sort of society that put a material value on gold. Despite the fact it should weigh 25kg, it seems almost weightless to you.

DISCOUNT BEAR

200CP

## BACKPACK

The interior of this backpack is exceptionally comfortable, and has enough space for you to fit in comfortably even though it looks smaller on the outside. You can instead bestow this quality on one other bag you own.

DISCOUNT BEAR

200CP

## FEATHERS

You get one Giant Red Feather and one Giant Gold Feather. Each will completely replenish your supply when used, and they can be used once per day. The feathers come with elegant cushions that can be displayed on.

DISCOUNT BIRD

200CP

## GLOWBO

Small pink magical creatures that let out cute squeaks when startled. They are exceptionally popular as pets, and equally so for brutal magical sacrifice through being boiled alive and turned into magic potions.

DISCOUNT WITCHDOCTOR

200CP

## CHEATO

A magical sentient book including and limited to the following spells: summon feathers, summon eggs, transform willing targets into animated washing machines, enlarge head, enlarge hands, enlarge feet, and repair jukeboxes.

DISCOUNT WITCH

400CP

## H.A.G. 1

This monstrous vehicle can strike fear into the hearts of lesser beasts. It's fitted with treads and a massive drill that can tunnel through any natural features. It also has mortars, toxic gas, and four powerful lasers.

DISCOUNT WITCH  
DISCOUNT HENCHMAN

400CP

# COMPLICATIONS

Truth be told, the world of Banjo-Kazooie is not terribly difficult to survive. Certainly it has it's share of troubles (like evil witches) but what place doesn't? If you want to make your stay here a little more difficult you can earn additional choice point though. Maximum benefit +600CP.

## SPEECH IMPEDIMENT

The entire world seems to have have incredible difficulty speaking using real words. Be it squawks, stuttering, or something more incomprehensible anything said comes out broken and incredibly difficult for you to understand..

**+100CP**

## RHYMES

You get no new skill to rhyme but now you'll do it all the time. Think carefully for every word or else you'll find you won't be heard.

**+100CP**

## WHAT'S A FOURTH WALL?

Nobody one takes the world seriously. They will act as though you have lives to spare and speak of strange matters like button combos, extra lives, and save files. I hope you enjoy greeted everyone with "A".

**+100CP**

## I'LL PASS, THANKS

You are not only uninterested in adventures, but are generally content to laze about doing nothing all day long. It will take direct endangerment of yourself or those you love to motivate you to go and quest - and you certainly won't enjoy it.

**+200CP**

## NOBODY CARES

People like you well enough, but if you get kidnapped the most they'll do is comment on your absence and MAYBE put up a missing poster. No one will lift a finger to actually help you if you need it. You also attract all sorts of villains who want to extract your powers.

**+200CP**

## SADISTIC VANITY

You are devastated by your own lack of beauty and resent anything you perceive as being better looking than you (practically everything). You feel terrible whenever others are happier than you. It will impossible to suppress your envy and you will seek to drag others down to your level.

**+200CP**

## CEREAL KILLER

Everything in the world is alive, and capable of intelligent speech. Your bed, your dinner, your toilet, even your clothes. The only exception are items brought in from previous worlds paid for in CP, or other items left in interdimensional spaces that never fully enter this world.

**+300CP**

## MOUNTAINS AND MOLEHILLS

You begin unable to perform any of your special abilities, even those learned on previous jumps. You can recover these skills by seeking out molehills. Inside each one is a teacher that will restore one of your former powers.

**+300CP**

## NUTS N' BOLTS

An omnipotent Lord of Games appears in this world and demands all your objectives be completed using a vehicles you build yourself with parts gathered in this world. He will assign you additional innane tasks you must strive to complete or the chain will be broken.

**+300CP**

# THE END

After surviving ten years on the Isle o' Hags, you only need to make one more decision. Regardless of your choice, all benefits you gained here may be taken with you. Complications end.

## GAME OVER

Returning home, it seems as though no time has passed since you first began your adventure. Since you still have your powers, skills, and toys, there is no reason that the adventure needs to end just because you're back on Earth.

## SAVE & QUIT

You can remain in this reality indefinitely. Why would you want to go anywhere else? This place has fresh air, clean water, and just enough opponents to keep you entertained. Plus, you won't find friendly notes or buckets anywhere.

## CONTINUE

There are plenty more worlds out there for you to explore. The next reality might be a bit tougher than this one, but at least the Isle o' Hags gave you some adventuring practice.