Tales of Bears Jumpchain

by Faucheusestar

Welcome to a world populated only by bears of all types and shapes, from the normal to the most extraordinary. This land is filled with tales and legends about its cute, fluffy creatures.

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

Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 100 CP to choose your Starting Location.*

1• A Taverne
This establishment serves excellent beer... What does this have to do with bears? Don't ask questions and take this mug that fills itself with beer!

2•A River
It's a simple river with a lovely waterfall and lots of delicious salmon.

3• A Park
It's a nature reserve used for picnics, lots of delicious sandwiches and donuts in metal boxes and tents.

4• A forest
what looks like a simple forest, although in this world of tales and legends you can't be perfectly sure!

5• Land of tales
Maybe there's a place in a fairytale/a game/story or any media related to bear that particularly speaks to you. If that's the case, you'll appear there. What's more, at the end of the jump you can add it and all its contents to your warehouse.

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

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped in this new universe with no background , memories, or documentation.

Tales of Bears [Free]
You are an inhabitant of this world full of legend and myth, and the magic of this place has endowed you with the ability to use the power of tales and stories.

Legendary bear [Free]
You are a strange bear with bear-like powers considered by most of the world's inhabitants to be mere rumors, cryptids and legends in their own right.

Race

Jumper isn't reduced to the lifespan of a normal bear

Bear [+200 CP]
You're a little bear or cub. If you couldn't talk, it would be hard to tell you apart from a normal bear. If you want to take a bigger bear or something similar you can but you don't get the +200 CP

Anthropomorphic bear [free]
You may stand on your feet, you may look like an anthropomorphic bear or maybe it’s just your head with a human body the size of an adult human... What is a human? Maybe it is a cryptid.

Bear girl/boy [free]
Whether you're a tiny bear girl the size of a small bear standing on her feet or a human-sized bear girl this option is for you

Strange bear [200 CP]
You are a supernatural bear can be a owlbear or other from another media/tale/video games and have its power and weakness, if the lovely bear you choose has perk associated with him on this jumpdoc you can take them for free

Perks

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

Drop in

Therianthropy [100 CP | Free for Drop in]
You can transform yourself into a bear or, if you are a bear, into a bear girl or an anthropomorphic bear.

Hibernation [100 CP | Free for Drop in]
Yes, you're a bear, so of course you could, but in your case it's much more effective. Not only might people think you're really dead, but you heal much faster this way, and can go a very long time without eating or drinking when you wake up feeling like you've had a comfortable nap.

King of the animals [200 CP | Discounted for Drop in]
Long ago, it wasn't lions that held this title but bears, so items requiring royalty as well as selection items like Excalibur will recognize you as worthy, and animals are very likely to obey you and work for you.

Corporal Wojtek [200 CP | Discounted for Drop in]
You're a military bear... That's right! As well as knowing everything a World War II soldier knew, you have the uncanny ability to make sure the ammo crates you carry are never empty. You also have the ability to easily find spies, and to cheer people up as a mascot.

Smokey Bear [200 CP | Discounted for Drop in]
You're really good at finding anything that might start a fire and fixing it before the problem happens. Plus, by concentrating, you can put out flames whether they're magical or not.

Berserker [400 CP | Discounted for Drop in]
You can enter a state of fury making you much more powerful and dangerous, and allowing you to ignore all forms of fear by embodying the bear totem. If you're wearing bear skin and no armor, the effect is even greater.

Kung fu panda [600 CP | Discounted for Drop in]
You're a martial arts master who can harness Chi energy, and you're particularly adept at teaching it and creating styles and other techniques based on the natural skills of your students and, of course, your own.

Tale of Bears

Mors lilla Olle [100 CP | Free for Tale of Bears]
As in the song, you're really good at making friends with wild creatures, if you give them a little food like blueberries, for example, they'll be friendly to you and won't attack you again!

Bears cantrip [100 CP | Free for Tale of Bears]
All this time spent around legends and magic has enabled you to learn how to cast small bear-related spells, such as energy claws, a few sleep spells or even momentarily conferring the characteristics of a bear on another person for buffing.

Talented subordinate [200 CP | Discounted for Tale of Bears]
Bears are royalty among animals, and one important thing about being king is the efficiency of your subordinates! Your people under your command will be far more talented than they should be: a simple team of carpenters could create a trap masterful enough to kill a large number of witches in one fell swoop, for example.

Bear true name [200 CP | Discounted Tale of Bears]
The word bear comes from an old word meaning brown, because it was feared that if you said his name, they would appear. Lost? It doesn't seem so, because you know it now and they were right, because every time you say it, the bears appear and follow your orders.

Walked out into the wood [200 CP | Discounted Tale of Bears]
Waiting for things to be ready is boring now instead you can go for a walk which will greatly increase the speed at which things get ready like porridge reaching the perfect temperature for example. You'll always arrive at the right moment if you're running over time because of that perk, so there's no chance of missing what you've paused for.

John the Bear [400 CP | Discounted for Tale of Bears]
You have impressive strength, even for a bear, and while this is useful in its own right, you also possess the ability to use brute force to progress much faster than normal in any related activity, such as blacksmithing.

Sir Bearington [400 CP | Discounted for Tale of Bears]
You're a master of disguise and spying, and no one will be able to tell you're a bear (or other strange creature).

Otso [600 CP | Discounted for Tale of Bears]
You're not just any bear, you're the collective spirit of bears, giving you various powers over this theme. What's more, you can create new collective spirits of a thing/creature: by throwing wool into the sea or by observing the constellations and other stars. In addition to this, as long as your skull is intact you can come back to life.

Legendary Bears

Teddy bear [100 CP | Free for Legendary Bears]
You're a teddy bear (or any other kind of plushy/toys you like) and as well as being incredibly comfortable, you're the scourge of nightmares and similar insolent creatures that want to do harm to the young organism. What's more, the toy seems to become more real in your hands and you're good at making and modifying them, including yourself.

Gummy bear [100 CP | Free for Legendary Bears]
You're a teddy bear made of candy or chocolate, and you can melt and transform yourself, bouncing and debouncing and other powers with a sweet theme!

Owlbear [200 CP | Discounted for Legendary Bears]
You are a cross between an owl and a bear and possess the properties and abilities of both species (except flight). What's more, you can see in the dark, see invisible things and your cry is particularly deafening.

Onikuma [200 CP | Discounted for Legendary Bears]
You're not just a bear, you're a Yokai, much bigger and stronger than the ordinary bear, which can easily move rocks that ten men couldn't even move, and stand on your hind legs. What's more, the fear you engender strengthens you, allowing you to use it to activate supernatural powers based on your legend.

Beer? [200 CP | Discounted for Legendary Bears]
Yes, you've got it right, with this new form of beartastic, the joys of being made of beer are at your fingertips. Not only can you do anything the drunkest water elemental can do, but you can create as much beer as you like!

Bjarndýrakóngur [200 CP | Discounted for Legendary Bears]
You're the king of the polar bears, with a beautiful horn that not only glows in the dark but is topped by a platinum orb or just glows this color. What's more, when you use your horn against someone who doesn't respect your reign and your laws, it will be even more effective.

Spirit Bear [400 CP | Discounted for Legendary Bears]
You can put a pretty white color on all your alt shapes of your choice in addition to this one, which will be white. In exchange, a nostalgic raven gives you his blessing when you're in a forest of tall trees and you're wearing lots of white: you're protected from danger and can live there freely without fear.

Kumamon [400 CP | Discounted for Legendary Bears]
You're the mascot of a place that starts out the size of a prefecture, but can be expanded to fit your own territory (including the Warehouse). As well as offering you merchandising that will earn you a lot of money. When you're in that territory, you'll be much more powerful and become supernaturally good at the things that are typical of your territory and you get a legal exemption to do whatever silly things you want on your territory!

Artio/ Bear deity [600 CP | Discounted for Legendary Bears]
You are a bear deity of your choice (including deity from legends, video games and other fiction) with a domain similar to this Celtic goddess and get these domains that include for Artio: Bears, Wild Life, Nature, Hunting, Transformation, and Plenty.

Stellar Bear [600 CP | Discounted for Legendary Bears]
You are a space-themed bear who draws part of your power from the constellations linked to the bear and can use the powers and legends attributed to these celestial bears. For example, always find your way at night by observing the night sky.

Items

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

Drop in

Teddy bear [100 CP | Free for Drop in]
An adorable, incredibly soft bear plush whose power doesn't stop there, no, holding the plush in your arms fills you with courage and helps you sleep better. What's more, if a villain comes out of the closet, this plush will defeat it for you, because it's so strong against scary creatures like that.

Honey [100 CP | Free for Drop in]

Bears were also known as the enemies of bees, and well, they must not be aware of it, because every day you get a jar of honey!

Picnics! [200 CP |Discounted for Drop in]
Picnics! Yes, it's as if you'd managed to steal lots of picnics and trekking gear after some convoluted planning, the latter is recharged every day and filled with everything you'd expect in a delicious snack!

Bear Claw [200 CP |Discounted for Drop in]
How come bears don't need weapons! With this you can import the properties of your weapons into your claws and vice versa.

Trap-making manual [200 CP | Discounted for Drop in]
A collection of easy-to-understand tools and manuals ideal for creating wacky machines and traps that will hopefully work better for you on your likely picnic hunt in the local park.

Cave [400 CP | Discounted for Drop in]
It's a large, converted grotto that's particularly spacious, hard to locate and comfortable enough for a long nap! You can make it appear as you wish on any vertical surface.

Ursa Major [400 CP | Discounted for Drop in]
It's a large, star-themed Flying Cart, so if you move it towards the North Star you'll arrive at your destination, whatever that may be. You also get a magic saucepan, which enhances the taste of dishes while giving them a starry theme, and if it's dark a cute bear with a star motif can be summoned to cook for you!

Excalibur [600 CP | Discounted for Drop in]
It's Excalibur, the legendary sword with all the power that goes with its name and legend... What do you mean Arthur's the only one who can get it out of the rock it's stuck in? The Arth in Arthur means bear, so buck up, Jumper, and get that legendary sword out of that rock!

Tale of Bears

Porridge [100 CP | Free for Tale of Bears]
Three bowls of delicious porridge, one too hot, one too cold, but the one in the middle is the perfect temperature. The bowls and the food they contain will not spoil over time and are endless. Pouring a spoonful of your favorite porridge into the bowl will change the flavor of the porridge.

Perfectly fitted furniture [100 CP | Free for Tale of Bears]
A storage space filled with furniture, each perfectly fitted, some for you and some for your companions. You'll be able to tell them apart easily because your name/username is written on them.

The Bare Necessities [200 CP | Discounted for Tale of Bears]
They are several incredibly comfortable coconut palms, perfect for scratching your back, and they always have delicious coconuts. Just being near them fills you with good vibes and you'll see them around whenever you need them.

Bear trap [200 CP | Discounted for Tale of Bears]
A collection of bear traps of all kinds designed to capture the most mysterious bears. Comes with a manual with first-hand accounts of the presence of whatever you're hunting.

Bear grass [200 CP | Discounted for Tale of Bears]
It's a very strange herb eating. It means you don't need to eat or drink anything, but you'll soon collapse from exhaustion and sleep for six months. You'll have bags of seeds that never run out if you want more to grow.

The Brown Bear of the Green Glen [200 CP | Discounted for Tale of Bears]
There are four very interesting items: the first is water that heals, the second is a bottle of whisky that never runs out, and the last is a loaf of bread that doesn't shrink when sliced, and a cheese of your choice that works the same way.

Goldilocks and the Three Bears [400 CP | Discounted for Tale of Bears]
Well, yes, it would be a shame not to get the three bears that give this origin its title, so here you are with the three bears of the tale, which consider you a member of their family and will follow your orders.

White Bear King Valemon [600 CP | Discounted for Tale of Bears]
There are several magical objects appearing in this tale, such as a pair of scissors which, when cut with air, creates silk and velvet, a magic flask which, once per jump, you can choose a liquid for that jump. The flask can pour an infinite number of this liquid, and a piece of cloth which can create food.

Legendary Bears

Pablo Eskobear [100 CP | Free for Legendary Bears]
Here you are, in possession of the lost stock of cocaine. How much do you ask? Oh just about 40 plastic containers full of cocaine. You'll find them from time to time as you walk through the forest.

Sweets Cave [100 CP | Free for Legendary Bears]
If you like sweets, cakes and other confectionery in the shape of a bear, then this is for you: this pretty sculpture of a cave always contains delicious sweets in the shape of a bear, and if you leave them all winter you'll get a giant living or non-living version of this snack!

River [200 CP | Discounted for Legendary Bears]
It's a river or any other watercourse of the size of your choice. It seems to come from a small waterfall and you'll see all kinds of fish swimming upstream. These include delicious trout and salmon, but also any fish from the world you've visited; they simply appear as if the river were connected somewhere else.

Bear's skin [200 CP | Discounted for Legendary Bears]
It's a bear's skin, and wearing it allows you to call upon its strength and characteristics... You're already a bear? Well, now you can add a bear's strength to your own! If you defeat a type of bear, you can add its fur to yours, which will add up a little and even give you the bear's properties if it were supernatural.

Ungnyeo [400 CP | Discounted for Legendary Bears]
Perhaps there's a species in the world you visit that you'd like to become. With this strange kit, it's possible! It contains a pretty cave, 20 cloves of garlic and a bunch of mugwort. If that's all you eat and don't let the sunlight touch you for 100 days maximum, it'll work. You won't die of hunger or thirst, but you'll feel it. You get a new one after every jump.

A ceremonial dagger [400 CP | Discounted for Legendary Bears]
It's not necessarily a dagger, but when you perform a ritual with it, and even more so if it has to do with bears, the effect will be heightened. What's more, it comes with a long list of rituals, including one that lets you sacrifice animals to make guardian spirits at your command.

Syamantaka jewel [600 CP | Discounted for Legendary Bears]
This brilliant red jewel used to belong to the sun god and glows with the light of the sun itself. Apart from producing 77 kilograms of gold everyday, whichever land possessed this jewel would never encounter any calamities such as droughts, floods, earthquakes or famines, and would always be full of prosperity and plenitude.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters (from any media but at least a little bit linked to the bear whether it's its name or whatever) as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Heihachi Mishima [Free]
A rich and powerful martial arts master who treats you like a son and teaches you the devil's karate

Scenarios

Scenario One [Gotta Catch 'Em All]

Teddy bear, spirit bear, Owl bear ♪ You've gotta catch them all, the Cryptids! Even in places populated by bears and mysteries, cryptids are rare. They live in such remote places that some bear doubt their existence, and some even have the audacity to think that they are not local wildlife but tourist traps

Reward

You've proved that cryptids exist!

• Firstly, you gain the ability to make animals that are considered cryptids in your other jumps real, albeit a little rare, as well as a zoo/museum where you can store them. There’s even a nice souvenir shop filled with criptide products and lots of plushy which is repeated every week.

• Plus you get a wing of the museum containing live or stuffed versions of every species of bears you've seen

• You'll also get 600 CP

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.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

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

Being a bad bear[+100 CP]
You're a really unpleasant Jumper. You're like an angry bear, fortunately it only lasts for this jump!

Pedro Bear ?[+200 CP]
You're in childish form but the biggest problem isn't that, no the problem is this creepy invincible individual in a bear suit who's always staring at you from the edge of your field of vision. And the fact that you won't remember taking this drawback!

Bear Spray [+200 CP]
It looks like you're really unlucky, a lot of the people you'll be facing will have anti-bear spray and you'll often see bottles of spray in unlikely places that will land in your face, enough to make your day even more spicy! Once this jump is over you'll be rewarded with a bottle of spray that works on anyone and never runs out!

The Bear and the Gardener [+200 CP]
You're really surrounded by idiots, whether it's your companions, your followers or the people living in the jump, all of whom will behave like idiots and have incredible difficulty controlling their strength... Good luck!

Thorny Issues[+300 CP]
Because you're a bear, you think you're ready for anything and want a challenge, so here you are! All your enemies will be wearing Siberian bear-hunting armor, which is a full suit of armor, completely covered with thick metal spikes that will go through your fur easily!

Just a normal day in Russia [+300 CP]
Who the hell are they? This strange guy speaking in Russian is always looking for a confrontation with you. Whether it's just to annoy you or to take you on in martial arts combat. The good thing is that they always have the best vodka!

You are a strange bear [+400 CP]
In this world populated by bears... Well, maybe not! You're not a bear, in fact you're just your old self in a very poor quality, albeit strangely cute and funny, bear costume. The problem is that you can't let anyone notice otherwise you'll have to wear a really stupid bear costume for the next ten jumps!

Bear mantle [+400 CP]
You have a Bear mantle that looks exactly like yours in your bear form, so you have to be careful that no-one steals it from you, so that you burn it, otherwise at the end of the jump you won't have your current form as alt form, imagine doing a jump on bear and not even being one at the end!

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

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

Stay
Stay and enjoy your current life.

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