

The Secret Saturdays Jumpchain

By Sentry342

Zak Saturday and his parents, Doc and Drew, are a family of planet-saving scientists called "The Secret Saturdays." Living in a hidden base, they are part of a secret organization of scientists known as The Secret Scientists who protect mankind against the hidden and terrifying things of the Earth. In the series, folktales aren't just legends, but actual mysteries that the Saturday family must solve. Traveling all over the planet, the Saturdays explore ancient temples and bottomless caves, as well as battle with villains which includes the evil V.V. Argost (who hides his evil plans under his TV show *Weird World*) and the masked mercenary Van Rook, who specializes in capturing cryptids. Scouring the globe in search of cryptids, the Saturdays attempt to keep the existence of these unusual beasts secret, to protect both mankind and the creatures themselves. The Saturdays and their exotic cryptid pets are a loving bunch, trying to work through everyday family matters and squabbles in between their adventures. In both seasons, the Saturday family races V.V. Argost to stop Argost from controlling Kur, a mythical all-powerful beast that can supposedly raise and control a cryptid army.



Location

You can roll d8 to choose one of the locations below or pay 50cp to choose.

1. Saturday's Headquarters - This is the Saturday's home and possibly yours. This location has a large amount of rare artifacts and equipment to play with. Though if you don't belong here you should leave quickly.
2. Kumari, Kingdom - This is a lost and illusive kingdom. How can a kingdom be illusive you ask. Well it's because it's built on the back on a sea serpent miles long. The locals are wary of outsiders though so you should either leave or try to be peaceful if you meet them.
3. The Antarctic - Honestly this is frozen landscape doesn't have much of value. Just miles and miles of ice. The only thing special here is a single large dormant cryptid. Normally it would be awakened by Argost and then defeated by the Saturday's but maybe you wanna try to your at it.
4. Shangri-La - This is a mythical paradise located somewhere in the Himalayan mountains. Fisk's people have a connection to the place. It is related, but not the ancient continent of Lemuria.
5. Weird World Set - Weird World is a TV show hosted by V.V. Argost, where he talks about all things cryptid. The show is a huge hit in Japan, which is its number one fan base. If you aren't allied with Argost you really need to get out.
6. Space Station - This space station is owned and operated by Epsilon's "people". It housed at least five agents and was equiped with a device called Snake Charm One. If your a scientist you probably work here.
7. Naga Nest - The Naga's nest is an underwater city located under the Chao Phraya River in Thailand. It is filled with the Naga dangerous beings who worship the cryptid Kur.
8. Free Choice - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You start out a week before the first episode occurs and Zak joins his family in dealing with the worlds cryptids.

Origins

You may choose an origin below, any of the origins may be taken as a drop in if you wish.

Saturday - Free

You are a member of the Saturday family. Maybe your a family member that's been working far away or your Zaks sibling. If you wish the family would gladly let you stay with them. In addition, you may be a cryptid and one of the Saturday's. They adopted quite a few already.

Villain - Free

You are one of many antagonist of this world. You may be one of Argost henchman or you could simply be a mercenary working for whoever pays the most. The worlds agencies and heroes will likely try to stop you though good luck.

Scientist - Free

You are a professional scientist with years of experience. This doesn't mean you stuck in lab though, lots of scientist here work with cryptids in the field. Regardless your probably more intelligent than most and have useful skills so go make something already.

Cryptid - 100cp

Cryptids are creatures straight out of myth and legend. They come in a large variety of sizes and levels of intelligence. Some are tiny fuzz balls that couldn't harm a fly while others are towering giants even Godzilla would hesitate against. This origin can be taken in addition to any of the previous if desired. There have been intelligent cryptids before you know.

Age and Gender - Age is freely chosen or whatever makes sense for your origin. Gender remains the same as previous jump or pay 50cp to change instead.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

Saturday

Explorer extraordinaire 100cp

How do you know all of these legends when most people can barely name one or two. Well it's simply your an experienced adventurer and archaeologist. When someone finds an unexplored tomb or hears rumors about a legendary creature your one of the first people to call.

Why did you throw our TV?! 200cp

You have a lot of experience using unconventional tactics and weapons. Having trouble fighting a world class bounty Hunter well throw the family tv at him. Somehow it's the only thing that actually hit him. These methods are bizarrely effective when you use them though everyone else may get confused.

Cryptid Combat 400cp

The Saturday's are masters of combat against cryptids. Seemingly having a strategy against any species they encounter. You now are equally qualified to fight these famous monsters. In addition you gain great insight on how to trap and non-lethally defeat them. The Saturday's prioritize peaceful coexistence so don't start killing cryptids unless you don't a choice.

Hey I'm Friendly 600cp

One of the Saturday's best talents is their ability to help others. You have a natural understand of the bizarre such as cryptids. Your capable of calming and befriending mythical figures. If you actually did something like rescue one you very well may end up with a new family member. In later jumps this extends to anything out of the worlds ordinary like Gods in a seemingly mundane world or magical creatures in Harry Potter.



Villain Perks

I knew you were planning this 100cp

The downside of being a villain is that you never actually have any real loyalty in most of your employees. That mercenary you hired to assist you may very well stand you in the back if he thinks he could make more stealing your target. With this perk you get a sixth sense whenever one of your lackeys is planning to betray you this will let you successfully identify them and planned around it. Plus this is good for catching spies if you never realized anything was wrong with them.

Undercover Specialist 200cp

You are the perfect actor, you're skilled enough to become part of someone's family all while simply waiting for the perfect moment to betray them. Until you make your move no one will ever suspect you, and even afterwards they may try to get you back. This doesn't mean your let off scott free, but you could be welcomed back begrudgingly and eventually forgiven.

Genetic Manipulation 400cp

You are extremely skilled in modifying and altering DNA. Given a good enough lab and some samples you could create cryptid hybrids similar to Munya. If that's not your fancy you could stick to simple modifications like strength enhancement. In addition you can reverse similar process. Take someone turned into a monster and let them be a normal person again. Though that's an awfully nice thing to do if your a villain.



Look it's Jumper 600cp

You are a true master of manipulation. You could invade a city with an army of cryptids and rather than running around panicking people will ask if you're filming a tv show. You could be the worlds most dangerous villain and still be a saint to the common people. If evidence appeared showing your true behavior it would simply be ignored as slander. You could even turn the hero against their family if they listened to you long enough.

Scientist

Would you smile for once 100cp

You are a master of your emotions and able to think logically in any situation. If you don't want to no one will be able to tell how your feeling even your best friend.

Though this may cause them to go out of their way to make you react. You can control this so if you want to be express yourself feel free.

Networking 200cp

Sometimes there are tasks that require a specific set of skills. You have the ability to find people suited to these task. For example if you need to transport something cross country then you may happen to run into an experienced survivor in need of a paycheck. They may not be the best, but you can find someone suited for your needs when the time comes.

We want to Protect him 400cp

Sometimes there are threats that are difficult to deal with. In these situations you can find a way. You just found out your best friends son has the worlds most dangerous monster sealed in him. The rest of your friends want to freeze him and lock him away. You could figure out how to extract the beast and save the kid. When dealing with issues that would cost you something close you can find a way to make everyone happy or at least not hate you.

Secret Scientist 600cp

The Secret Scientists is a group of some of the world's greatest minds determined to find out the secrets of the universe before the bad get the chance. Their fields vary, from cryptozoology, physics, meteorology, to aerospace engineering and astrophysics. According to Doc, there used to be about fifty Secret Scientists left in the world, but a raid on Weird World cost over half of their membership, leaving them



with only seven afterward. You are now the eighth. A peer equal to any of the others. You may choose a field and gain experience to develop advanced technology, extreme combat prowess, and gain connections to the worlds greatest minds. In future jumps you can have similar connections to the worlds respective geniuses.

Cryptid Perks

Wait its Real! 100cp

Despite many cryptids being world famous very few actually believe in them. This perk makes it so that anyone spreading information about will be ignored. Someone claims you attacked them obviously it was just a bear or some other normal animal. This effect can be toggled on and off if you wish.

Elemental Adaption 200cp

You have evolved to gain an elemental adaption. Perhaps similar to the chervue lava lizard heat resistance or the yetis resistance to subzero temperatures. You can choose any environments and to develop abilities based on that environment. This perk can be purchased multiple times.

Titanic Legend 400cp

There are some cryptids that appear simple but possess one unique quality. They are Titans towering over other beings. Some such as Lake Von Moster or the Taniwha. You are one such beasts of legend towering over other with a size comparable to the Saturday's airship you possess the raw power and strength such size grants you.



Kur 600cp

Kur was rumored as the legendary cryptid that could lead all other cryptids in the war that would destroy humanity. You somehow have acquired the powers of Kur. Perhaps you found a piece of the Kur stone before Zak absorbed it or you are a direct descendant awakening to your heritage. The power of Kur grants you control over other cryptids. Stronger cryptids however can resist your control if you are weaker than them. In future jumps this extends to control over any beast or creature. Beware though if you try to control intelligent creatures and fail they will likely try to kill you.

Items

All items are discounted to their origins and the 100cp items are free to their origin.

Saturday

Weird World DVD 100cp

Didn't your parents tell you to stop watching this. You have the complete series made by Argost as he teaches people about the worlds cryptids. Maybe you shouldn't watch this since Argost has tried to kill your family before. It is fairly entertaining however and you try to make arguments such as learning about cryptids, or trying to study Argost personality. It would be best though to watch this for when your alone though.

Useful Contacts 200cp

Sometimes you need special tools or services to save the world. Well with this you've acquired a number of trusty contacts for all varieties of purposes. If you happen to need something special these people may be able to help. In future jumps you get a similar network for whatever profession you have.

Special Weapon 400cp

You found an extremely useful weapon designed for your use. The weapon is both a powerful tool in and out of combat. Perhaps it's something similar to Zak's grapple claw or Drew's flaming sword. It is suited to your abilities and rather difficult to break. If you somehow break it or simply lose it, you'll be able to find it in your warehouse the next day.

Airship 600cp

The Saturdays' super-fast airship, built by Doc Saturday, is the family's main mode of transportation when traveling the world. It is equipped with a far-range satellite communication antenna. It can withstand high atmospheric pressure. The Saturdays' requires filling any type of fuel (excluding by technicality energy made via solar panels). Presumably, their engines are some form of coil motor that interacts with the Earth's electromagnetic field. The ship is armed with minimal means of defence (only a few missiles on the pylons), and due to poor maneuverability, not suitable for aerial combat. To compensate for this shortcoming, Doc Saturday created a "parasitic" fighter named the "Griffin", which is stored in the ship's hangar. If somehow either is destroyed they will reappear in the warehouse a week later.

Villains

Mercenary Contacts 100cp

When your pulling off a scheme it pays to have disposable pawns. This provides with a list of mercenary services that can assist in your plans. They don't seem to care if something happens to the common mooks so don't worry about protecting them. Even if you left them alone against your enemies they will never betray you if you keep paying them.

Half Cryptid Servant 200cp

With everything trying to kill you from the various infected, to the marauding bandits, and whatever else you meet a gun as a very useful tool to have. You have a trusty firearm of your choice. It could be a rifle, shotgun, or a pistol whatever it is somehow it never seems to break or fall apart like everything else you find. The best part however is for some reason it never seems to run out of ammo.

TV Host 400cp

You own a popular TV show, whatever it's about is up to you but it's got a large following. The show provides a steady income large enough to live on and perhaps fund some simple plans. The biggest benefit is that you will get a positive reputation from your show. Most viewers will likely recognize you and have a positive impression. Even if you get caught committing crimes all of your viewers would likely still support you and try to influence others.

Cryptid Army 600cp

One of the most common questions heroes like to ask the villain is you and what army. Well it turns out you do have an army specifically one made up of Cryptids. The bulk of the army will be simple and relatively weaker Cryptids. You will however possess a decent number of more powerful Cryptids and two or three titanic Cryptids that either possess devastating attack power or can function as large transports. All of them are deathly loyal towards you and in the event any of them die they will be replaced in a few days depending on their size.

Scientist

Basic tools 100cp

You possess a bag or backpack which contains some basic tools for any situation. They may not be exceptional but these will be useful in most situations. Plus if the need arises a big wrench is always good to wack someone over the head.

Cryptid Samples 200cp

You have access to a large supply of various Cryptid samples. These can range from hair, to claws, or anything unique to each species. Each of them would be useful for studying and possibly analyzing all of the various species. Whatever you do with them is up to you. In any new jumps you will receive samples of whatever rare species live there.

VTOL Transport 400cp

One of the biggest issues you're likely to deal with is moving equipment or moving any captured Cryptids if the need arises. Here you have a solution to those issues. A large VTOL transport capable of carrying anything up to 100 tons. The transport is strong enough to endure blows from any of the Cryptids it would be transporting. Wesley if you intend to go on the offensive episodes is high powered weaponry at least capable of mildly hurting whatever it is you're fighting.

Advanced Laboratory 600cp

You possess a fully staffed facility equal to any of the other secret scientist or the Saturdays themselves. It comes fully staffed with guards, assistants, and other scientist who will become followers after the jump. It also comes with equipment to contact and collaborate with your peers or any organization you are associated with. After the jump concludes you can keep the area as a warehouse attachment or import it each jump. Lastly any modifications made will be retained.

Cryptid

Legendary reputation 100cp

Obviously a powerful cryptid would have legends strewn throughout history. This grants you great renown throughout a culture's folklore. You may choose if there is sort some of lesson taught by your legend or if you simply are a famous creature. In new jumps you can gain a similar renown if you wish.

Minions 200cp

You have a small group of either smaller members of your species or a weaker cryptid species that obey you. Whether this is out of fear or respect it based on your behavior. Regardless they will never disobey you. If you are human then these cryptids were saved and trained by you. They will respawn if killed a few days later.

Lair 400cp

You possess a large area such as a volcano or an underwater tunnel network. The area is suited to you. The area is remote and difficult for others to reach aside from you. Although there are some hidden paths you could show favored allies. You will never be bothered or hunted while you are here. This area becomes a warehouse attachment and can be imported into new jumps.

Kur Stone 600cp

Wait isn't there only supposed to be one complete Kur stone. Someone you acquired another relic containing a large fragment of Kur's essence. If someone was to absorb this you could gain a lesser version of the Kur perk. Another possibility would be to transfer the essence into an unborn cryptid. Possessing a mount or a cryptid pet with Kur's power would certainly be a great boon.

Companions

Import companion 50cp-400cp

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion 100cp

You can pay 100cp to receive a canon companion. Since your paying for them they already have a good relationship with you and are very likely to follow you if you asked them.

Cryptid Ally - Varied Price

You have somehow befriended a cryptid. Maybe you saved them or raised them when they were young but either way they treat you like family. For 100cp you receive something useful but not really dangerous. For 200cp you receive something stronger like a Cherfue Lava Lizard. For 400cp you receive a powerful cryptid such as the Allegewei giant. Lastly for 600cp you receive a truly legendary creature. An example would be the city sized serpent carrying the Kumari Kingdom.



Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

It's Hero Time 0cp

Wait a minute is that Ben 10? There have been crossover events between Ben 10 and the Secret Saturday's. If you take this drawback you can make it so these universes are merged together. Be careful though this could make the world a lot more dangerous.

Old Injury +100cp

Some time ago you were badly hurt. Most of the damage healed but it left its mark. Maybe you lost an eye or one of your limbs. It's not going to ruin your life especially with all of the prosthetics in this world but. you'll be stuck with phantom pains and miss what you lost.

Your supposed to help! +100cp

Oh my you seem to be rather clumsy Jumper. You have a bad habit of making small mistakes especially during fights. Most of the time the results will be small things like tripping when you're chasing someone or falling into a punch rather than away but, occasionally this could have serious consequences.

You were taken +200cp

When you were younger someone took you from your family. They lied to you and raised you for some purpose. What it was doesn't matter but, know they don't really care about you outside of this reason. Your family is still out there as well. It's likely each of you believe the other to be dead but, maybe could find the truth. You are guaranteed to run into them on the opposing side at some point. When you learn the truth maybe you could go join them.

Why's it keep chasing me +200cp

For some reason most cryptids hate you. Maybe you smell weird or you were cursed by a witch but, regardless cryptids don't like you. This doesn't mean they will go out of their way to kill you but, it will be much more difficult to calm them down peacefully. If your a Saturday then the families cryptids will be excluded.

We're the Mondays +400cp

Wait a minute Jumper is that another you. There's a location known as the Anti-matter universe here. This alternate universe contained opposite doppelgangers of the beings in your dimension. Normally due to your extra dimensional nature you would be excluded but, by taking this drawback you have an opposite that wants to replace you. Their personality is opposite of yours and the only distinction between

you is some minor cosmetic change. They will be coming after intending to make you take their place.

What did you do to me! +400cp

Unfortunately Jumper it seems like someone tried to make you a cryptid hybrid but something went wrong. Maybe Argost did this to you to make you suffer or it was simply an accident. You are stuck in between being human or cryptid. This state puts you in constant pain and is deeply disturbing to both cryptids and humans. It may be possible to somehow fix you but until then you will be stuck like this. At the end of the jump your form will stabilize if you haven't fixed it and give you a hybrid Alt-Form.

Welcome to Weird World +600cp

How did things turn out this way. Somehow the heroes failed, Argost successfully took Kur's essence from Zak and has taken control of the worlds cryptids making a nigh unstoppable army. If you choose this drawback your goal will be to liberate this world from Argost control. You are unable to leave until you save the world. If you are a villain then Argost was easily defeated and instead you need to take over the world to leave.

Scenarios

You may take any scenarios if you pass the requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time.

You're the Hero - Saturday Origin Required

For this scenario, you replace Zak Saturday. Your starting time and location will be set two when you are four years old at Saturday, HQ. The jump will last until the show ended in Cannon or you may simply choose to stay until you are 25. You will be given the Kur perk for the duration of the scenario. When you are younger it will be weaker than normal but give you the potential to grow stronger faster than you otherwise whatever. You will experience all of the events that occurred in the show. Your goal is to ensure the safety of your new family and prevent Argost from taking over the world. The scenario will fail if any of your family members die or if you lose up your battle against Argost. Your reward for taking this scenario and protecting everyone will be two things. First you get to take the entirety of your new family in one companion slot for free. Second you will get to keep the Kur perk given to you or if you purchased it you'll receive a refund to spend somewhere else in the jump.

Kur Rising - Kur Perk or Kur Stone Required

In the legends the Cryptid Kur was a nigh unstoppable beast until it was defeated by the hero Gilgamesh. By either taking the Kur perk or the Kur stone item you have acquired the essence of this legendary Cryptid. Your goal in this scenario is to succeed where Kur failed. You will not be alone in this however, the race of sentient Cryptids called the Naga worshiped Kur and in turn you. They seek to restore Kur to the peak of his power. Working with them and any other allies you acquire you will seek to awaken Kur's essence. As you pursue this goal however, you will have many opponents. The heroes will seek to stop you in the name of peace and the villains will pursue you jealous of your power. This scenario will be completed once Kur's essence is awakened fully and you have taken control of the world. For completing this challenge you will gain three rewards. First having a awakened Kur's essence you will assume his form. You will gain an Alt-Form with the full span of Kur's power and a body worthy of the King of monsters. Second having succeeded in assisting their Lord the Naga will happily follow you in your jump. Third and the pursuit of your conquest you should have crafted a powerful kingdom that will now follow you either has a warehouse attachment or an import into your next jump.

Ending

Go Home: Maybe your time in this cartoonish world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless you're determined to continue your journey. Maybe the next world will be a bit nicer than here.