

# Furby Island Jumpchain



An unforgettable classic, the 2005 movie *Furby Island* shows us the delightful furby in its natural habitat.

The original film was about 45 minutes long, so I won't make you overstay your welcome. You can stay here as little as one month, or, if you're feeling masochistic, as much as ten years. In the spirit of generosity, I'm giving you 1000 Cryptid Points.

## Backgrounds

**Kid** (free): You're a kid. You came to the island of Nounámë with your parents.

**Botanist** (free): You're an adult who came to Nounámë in search of the plant of legends, the razor philodendron.

**Conquistador** (free): You're a cryptid seeker like Dr Conquest. You've had a brush with the furred monsters before. You heard a rumor about this island and arrive a day later than Maddy and Ty. Complimentary fake Australian accent.

**Furby** (free): *Furbi bipodus*, a Pacific Island monotreme. Also an unsettling demon from the pits of hell. They have only two proper limbs, but their ears are prehensile. Your typing speed will stink. They are tool users and have engaged in the creation of megastructures.

## Perks

As usual, perks are discounted 50% for their origin, and 100cp discounts to 0cp.

## Kid



**Impromptu archaeology** (100cp): Despite your lack of training, you're an exceptional archaeologist. You can quickly discern the function of older, simple technology in a ruin and always have the tools on hand for a basic dig.

**Friendmaker** (200cp): I mean, Maddy had the benefit of befriending psychic rodents that could see she was a good candidate for befriending, but let's ignore that. Maybe you've just got one of those faces. In any case, you make friends easily.

**Friendship compass** (400cp): You can tell when someone emotionally close to you is nearby. You've got a sense of the direction and distance, and a weaker sense of danger.

**Benign neglect** (600cp): Authority figures give you an absurd amount of leeway. When you should be closely monitored, you're left to your own devices.

## Conquistador



**Determination** (100cp): Dr Conquest maintained his burning vendetta against furbies for over twenty years. That takes some serious determination! In your case, it doesn't have to be a white whale;

you can keep a fire burning in your heart for decades or centuries, the determination to see your goal through.

**PR skills** (200cp): Dr Conquest maintained a television show, blog, and forum, and he gained enough money to self-finance his expeditions. That takes a fair bit of PR and marketing. Now you can do that sort of thing effortlessly, portraying yourself as heroic and gaining a wide audience, as long as you aren't *too* publicly malicious.

**Informants** (400cp): Your fans manage to convey all sorts of interesting little tidbits to your ears. Not the best if you're looking for specific information, but you'll find something useful rather frequently.

**Aegis** (600cp): Furbies are psychic, cunning, and intelligent, yet even with those advantages, Dr Conquest was able to beat them on their home territory, entrapping almost all of them. How did he manage it? Simple: he's immune to their psychic shenanigans, and that threw them off enough for him to defeat them. You have this same immunity, and you can extend it to nearby allies.

## Furby



**Somehow not terrifyingly creepy** (100cp): Even if you look like the stuff of nightmares, you can affect mannerisms that make you seem cuddly. You could be the xenomorph from *Alien* and convince a human to pet you. This doesn't let you get away with violently eviscerating their siblings, but it helps with initial diplomacy.

**Weirdly prehensile** (200cp): No matter your form, you can accomplish tasks that would normally require manual dexterity, opposable digits, fingers, and the like. This facility also makes you better at parkour and acrobatic combat.

**Construction** (400cp): You can build stuff. Really build stuff. Put together a giant temple in a few weeks with full artwork, for instance. This isn't very good at most intricate stuff, but it's very good at simple traps.

**Where do you even fit that prodigious brain of yours?** (600cp): Furbies are good at parroting your words. But in *Furby Island*, they use a wider range of tools. They have psychic powers, capable of

reading recent memories, communicating directly to people's minds (albeit with difficulty), and rapidly assimilating others' language skills. Now all this is yours.

## Botanist



**Botany knowledge (-100cp):** You know *almost* everything there is to know about botany, especially cryptid-tier botany. You've got credentials and can always secure a research grant when you need one.

**Pilot skills (-200cp):** How can you do research if you can't fly a plane out to a deserted island? You've got the skills to fly and maintain any air vehicle.

**Delegation (-400cp):** You could watch your kids, but that's what you've got other kids for, right? Parentifying your eldest daughter isn't going to give her giant therapy bills in adulthood. Besides, you've got *science* to do! You're able to delegate tasks, even those that should be your personal responsibility, without ill effects. The people you delegate to get a portion of your skills (but not other perks).

**Save-the-day indicator (-600cp):** Somehow, you always know when you need to step in to save the day and when you can just let your underlings handle it.

## Items

**Genuine Original Furby™** (free): Several Furby dolls. You could have sworn there were only three, but now there are four. Wait, is that another one hiding in the corner?



**Basic adventuring kit** (free): Solid hiking shoes (two pairs); thick socks (three times as many as you think you need); a tent; a sleeping bag; a canteen that provides enough water for three people per day; a regenerating packet of trail rations; a solid knife; a compass; a map; a bunch of odds and ends that you'd reasonably want on an average hiking / camping trip. Somehow, it packs up easily and compactly, and it weighs far less than you'd expect.

**Cryptid Monthly** (-100cp): Your guide to the latest news in unknowable semi-mystic creatures! You'll get up-to-date copies for this and all future jumps every month. It's sure to contain tips, tricks, and recent sightings of these beasts. There's even a classified ads section with optional side quests that will help you track down more! Also subscribe to our sister magazine, *World of Bass*, for just \$19.99/year!

**Razor philodendron** (-100cp): *Philodendron novacula*. The leaves can slice through nearly anything, and it stinks. It's amazing! You get it in both furby-compatible and furby-repelling variants.

**Cryptid menagerie** (-200cp): An add-on for your warehouse, this is a proper zoo with plenty of enrichment for a wide variety of cryptids and rare mythological specimens. It's automated and provides all the supplies needed to care for them. It cannot hold sapient beings.

**Air transport** (-200cp): A sea plane big enough to double as a house, or a couple helicopters sufficient to take you and the boys off to hunt a dangerous cryptid.

**The Unsettling Temple of Friendship** (-300cp): Just barely not a caricature of Maya temples, mainly due to the artists not being sufficiently familiar with them. This temple complex has suitable housing and ritual space for you and a hundred of your closest cultists. For some reason, the inscriptions on the walls look like they were done by kindergarten students.



*Look upon my works, ye mighty, and despair*

## Companions

**Import** (-50cp / -200cp): Import companions for 50cp each, or 200cp to import all of them. They gain 600cp.

**Local character** (-50cp): A furby, an assistant cryptid hunter, a family member.

**Posse** (-100cp, Conquistador only): A half dozen semi-competent cryptid hunters. They're loyal and of average intelligence. They know how to set traps and fly helicopters.

## Drawbacks

**Dependent** (+100cp): You have kids that you're responsible for along for the ride. Younger siblings, your children, someone who just wandered in one day... If you're mean to the furbies, they'll bawl and call you a monster. And you don't want to be a monster, do you?

**Bloom filter** (+100cp): Everything is glowing. Why is it glowing? Make it stop!

**Uncanny** (+100cp): Humans have been replaced with misshapen homunculi. They aren't quite...physical...with how they move.

**Why do we even have this pit?** (+200cp): Ancient ruins are always full of traps. Always. Even a temple dedicated to friendship.

**Never a map when you need one** (+100cp): You get lost a lot.

**Forgettable** (+100cp): For some reason, when you're in a bind, the people who are supposed to be helping you keep getting distracted.

**Homework** (+100cp): You have homework. A lot of it, actually. You're bright, you can probably get it done in a couple hours per day. If you don't do it, you don't fail the jump or anything, but everyone around you knows, and they'll judge you.

**Writable** (+300cp): You are not immune to furby-based mind control.

**The mythical mind-readin' man-eatin' furby** (+600cp): The most dangerous game.

If you're a furby, you have the craving, but you (and your companions) can control it. The other furbies probably could, but they won't. Humans have caught on and are trying to exterminate you. Other members of *F. bipodus* are clever and cunning enough to call down a serious response from humans, but that just increases the danger.

If you're not a furby, humans don't know about the craving. (You're likely to forget about it until you learn of or observe a furby attacking a human.) Furbies may initially be surprised by any immunity to mental influence or detection that you have, but they will quickly adapt.

## Notes

You can find the full version of this movie on youtube.