

Ox Tales

Version 1.5

By Cataquack Warrior



Welcome to Ox Tales, a story of a peaceful farmer making his living in the countryside. Of course, said farmer is an ox, and between polar bears, kangaroos, and toucans, so this isn't exactly your usual farm. It's kind of silly here, but I'm sure you can find plenty to do amidst all this funny farm madness.

You have 10 years for life on the farm, and you get +1000 CP to spend on things – I'd recommend you buy things here before you get started, though; good luck finding a store for anything in the wilderness around the farm!

Background

Go ahead and choose a background for yourself. All of the backgrounds are free, but it costs 50 CP to choose your gender and age; otherwise, your gender is what you were before the jump, and you roll a 1d20 + 5 to determine your age.

Drop-In- You come as you are, with no background or respective memories for this world.

Invertebrate- You're some sort of invertebrate, whether it's a snail, clam, bug, or something else.

Fish- You are a fish, living in the local lakes or out in the deep blue sea. You of course have to watch out for fishermen (and oxen) now and then, but don't worry; they're not that bright.

Reptile- Moving up the evolutionary ladder, we have the reptiles – turtles, snakes, crocodiles, etc.

Bird- Next up, the birds. Some stay mostly on the ground, while others take to the skies.

Small Mammal- Some sort of furry critter that isn't bigger than a human.

Large Mammal- Some sort of mammal about the size of an ox or larger.

Perks

All discounts here and elsewhere are 50% off.

Gang Way! (50 CP) - Given how things can get crazy here in seconds, you've got to be able to run fast – and long – to stay ahead of whatever is trying to trample, eat, needle, or beat you up in general. You are now a long-distance runner, able to go fast enough to keep ahead of a horse, rhino, or other fast animal and even run up a near-vertical cliff. Moreover, it extends your endurance so you can keep running for days on end.

Witty Remarks (100 CP, Free Drop-In)- Every good joke and comedy sketch needs someone to say the punchline. You are now incredibly skilled at making witty comeback remarks, whether as a reply in regular conversation or as an observer of an overall situation/event. You always seem to have the right words and timing for the most dramatic and humorous comment. Furthermore, you have increased luck in being able to witness but not be caught up in (unless you want to be) comedic situations.

Lessons on Gender for Dubbies (200 CP, Discount Drop-In)- It's funny how the choice of voice actor/actress can make all the difference in different dubs of a show. Such as when, say, they use a voice actress for a certain character in one dub and use a voice actor for the same character in a another dub. You can switch your gender at will. Furthermore, you can determine how the change interacts with the world around you. You can have people react to your different genders accordingly, or you can make it so that people generally don't pay attention to your gender and treat you the same regardless of gender. In addition, you can change your voice to sound like different people (not mimicking specific people, though) of the same gender.

Mixed Diet (300 CP, Discount Drop-In)- Since when does a bull's lunch regularly include eggs, cheese, and fish among other things? I get the feeling the producers weren't paying much attention to all those little details. You can now safely consume and get optimal (within the limits of the specific foods) nutrition from any food that a mundane human or any real-life (non-jump Earth) animal could safely eat. This applies to any form you take; in addition, any food you could safely eat in one of your forms can now be safely eaten in all of your forms.

Detachable Parts (400 CP, Discount Drop-In)- You can now safely detach various body parts, from teeth to arms to tails, from your body without causing any harm to that piece or your main body. Simply put the body part back in the same place as before, and it will reconnect. Please note that the perk does not make your body parts any durable than they were before.

Wild Agriculture (600 CP, Discount Drop-In)- With the farms around here being isolated from civilization, you have to make use of what you've got, including bountiful Mother Nature. You have a talent in finding ways to incorporate wild things into your civilized activities. You can even get wild animals to do various chores for you or serve as living "tools", like teach moles to plough your field for you, play on a turtle's shell like a violin, or make a workable "raft" that uses crocodiles instead of logs. Just keep in mind that you aren't truly domesticating these beasts, though, so there's always the chance that things might come back to bite you.

Open Wide (100 CP, Free Invertebrate)- If you're a worm serving as bait for fish, one way to get off the hook is to catch the fish yourself, even when the fish is three times your width. You have a way of stretching your mouth and body to successfully gobble down things up to three times your size. Just keep in mind that the especially big catches will really stretch your body out to comical proportions, which can make things a little awkward.

Ink Storm (200 CP, Discount Invertebrate)- You can spew out massive clouds of ink that make it difficult for people (except for you and your allies) to breathe or see. And said ink "clouds" can even function like real clouds and produce rain and lightning – even underwater!

Octo Balloon (300 CP, Discount Invertebrate)- You can suck up (or have pumped into you) air so that you can inflate like a hot air balloon. Once you're fully inflated, you could even carry an ox far away. Just watch out for storms and other hazards when floating through the air.

Swat Team (400 CP, Discount Invertebrate)—Just when you think you've got a fly good and swatted, he somehow breaks up into a half dozen smaller flies! With this perk, once you get hit or take a certain amount of damage (you can set the specific requirements), you will, instead of taking damage from that hit, split up into at most six smaller versions of yourself. Your overall strength, hp, and other attributes are equally divided between the different smaller versions of you. You can revert back to a single, larger form when you wish, but doing so will cause you to

suffer any damage that the individual smaller versions had, with the damage scaled up to account for your now-larger size.

Can You Beelieve It? (600 CP, Discount Invertebrate)- When the perk is active, you and people you are working with gain better coordination, especially if you clump close together. With enough focus and numbers, you can shape your overall swarm into any shape you please, even something as complicated as a fully-function bear (and that's just if you all are the size of bees!). That said, enough physical force will shatter your unity and scatter you all. Also, the malleability and durability of the swarm depends on how many people are in your swarm: just a few people would only give you the coordination enhancements, having at least 8 people with you would constitute a decent "swarm" but wouldn't be able to reshape itself the most flexibly, while having dozens to hundreds would make for a versatile and easily changeable swarm. The perk also lets you turn into a swarm of regular-sized bees that can shape themselves accordingly with the perk's power.

Smart Fish; They Probably Go to School (100 CP, Free Fish)- Ever go fishing for hours and think there's no fish around. Oh, they're still there – they're just staying a good distance away from your hook. You have an intuitive instinct to avoid areas that are particularly dangerous to your health, and you can pass that sense to people within 50 feet of you. Does not protect you from danger if you actually enter the area, though, and it doesn't pinpoint what exactly the danger is, just where not to go.

Light in the Dark (200 CP, Discount Fish)- It can get mighty dark at the bottom of the sea (or ratings), so it's time to shed a light on things. You can make your body glow with light or grow an angler appendage that has a personalized light beacon of your choice – anything from a basic strobe light to a fancy, glow-in-the-dark mermaid. You can also control the way that the light shines; while on its default setting it lights up the overall area, you can also make it so that it just makes things clearer for you, while other people can only see the lights and nothing else.

Eelectric Energy (300 CP, Discount Fish)- You can cause electric currents to surge across your body at will, shocking anyone who touches you. You can also selectively determine whether or not certainly people get shocked when they touch you – given how you can also stiffen your body to the durability of a spear, you might want to consider finding someone who can use you as a living, lightning weapon.

It's the Evil, Fish-Flavored, Snowcone Beach Shark! (400 CP, Discount Fish)- You can turn into this large, agile fish with razor-sharp teeth and a spiral horn with spikes on it – or you can just summon the teeth and/or horn onto your current body. The enhancements give you increased resistance to cold, and you can actually eat ice for sustenance – satisfying your needs for both food and drink. Furthermore, the horn works like a saw (even an electric one) and can cut through solid chunks of ice and other materials (you could even “cut up” liquid water); in addition, you can “see” out the other end of the horn, such that you could cut perfectly along red lines on a wall when said lines are on the opposite side of the wall.

Thunder Shark (600 CP, Discount Fish)- Be careful flying high in the sky, or the thunder clouds might coalesce into a thunder shark! You can turn yourself into a whale-size, shark-shaped cloud that can fly through the air. In this form you can unleash powerful lightning and gales of wind from your maw.

Always Have a Shell Handy (100 CP, Free Reptile)- You can summon a turtle shell that fits perfectly over your body. Unlike a normal turtle shell it's not locked onto your skeleton, so you can take it off if you like, but it make a nifty extra layer of protection from lots of physical dangers. Plus, you can lock shut all of the openings if you want. It even makes for a comfy little home to sleep in. That said, while the shell will protect you from attacks that hit it, it isn't extremely durable, so it's liable to break with enough pressure. Even so, you know how to put all of the pieces back together to reform your shell. You could even use it for recreational things like a surfboard. You can also give your shell a unique shape, like an igloo, seashell, or pyramid.

No Cold Blood Here (200 CP, Discount Reptile)- For a show that's seemingly set in Africa, it sure gets cold some of the time – hence why many of the reptiles have adapted to the winter climate. You now never get seriously cold, even if you are wearing a literal igloo shell or are swimming in freezing-cold water – heck, you could survive being frozen in ice. At most, you might get a small cold, but even then you'll get better soon. That said, especially intense cold such as ice magic attacks can still potentially hurt you, so don't get carried away.

That's Not a Vine! (300 CP, Discount Reptile)- Snakes are easy to mistake for ropes and vines, did you know? You can now make your body, or parts of your body if the rest is concealed, resemble innocuous objects such as rope, flowers, or rocks. People will notice that something's different when they take a closer look, but they'll often remain fooled until they actually touch you.

Look Where They Leap (400 CP, Discount Reptile)- Crocs seem to always know where some unlucky fool is about to land from a leap and have their jaws wide open for the catch of the day. This perk gives you limited foresight on the physical motions of targets, and where you can place yourself to intercept/catch them, potentially giving you attacks of opportunity.

Fossil Freaks (600 CP, Discount Reptile)- It may be millions of years later, but those dinosaurs are still going – even if they’re just bones and no skin now. You can transform at will (and back) into a giant skeletal dinosaur of your choice. You don’t need to breathe or eat or drink in this form, but you retain your natural senses, for better or worse (meaning you’ll still catch whiff of a skunk that farts in your direction, for example). Furthermore, in this form you can summon and throw giant bones as weapon. You are able to expertly control the bones’ trajectory, such that just a few throw could make the bones into a cage perfectly sealing off a tunnel.

Head in the Ground (100 CP, Free Bird)- Ostriches putting their head in the sand is just a myth – too bad nobody told the production team! You can now burrow your head into various surfaces, with the upper limit being either stone or whatever you can dig through on your own without tools. You can safely breathe with your head in the ground, and your blood circulation and other bodily functions are unaffected. Furthermore, you can walk around while somehow knowing what’s on the surface with your body, and your head will tunnel through the ground to keep up with the rest of your body. The surface you burrow into remains intact, and the hole reseals itself around you as you move.

Mimicry Gimicry (200 CP, Discount Bird)- You can imitate the voices of various animals, such that the animals themselves could get fooled. You can also mimic various noises such as thunder. With enough work, you can feasibly speak full conversations as if you were someone else. Plus, you can throw your voice so that the source of the sound seems to be coming from somewhere else.

Penguin Ladder (300 CP, Discount Bird)- Penguins can’t fly, but they’ve got an act of their own that can defy the laws of gravity. On the most basic level, the perk gives you and your partners increased skill at stacking yourselves on top of each other as a “human ladder” – and you all know how to climb up to the top of the stack without making it tip over. But after the stack is complete, there’s a little trick to get it even higher. Just have the person on bottom climb

up to the top; somehow, the empty space at the bottom will continue to support the column, and you can repeat the process multiple times to go higher and higher.

Carried Away (400 CP, Discount Bird)- Sometimes when a bird grabs something in its talons, it just won't let go – even if that means dragging along other things attached to said thing. As long as the target you are grabbing is something you could normally carry without trouble, anything else that is linked to the item will not weigh you down while you're carrying it. That said, the perk doesn't let you separate the items, and if disconnected the perk will no longer work. Plus, the perk wears off with extended use; after ten minutes, you can't drag along anything that's heavier than your own weight, and after 15 minutes you won't be able to carry anything at all.

Fine Peckmanship (600 CP, Discount Bird)- You have mastered the woodpecker art of wood pecking, and it's more than just a way to catch bugs – it's an fine art form like that of a wood carver. You are able to peck (even without a beak) through most mundane materials (wood, ivory, etc.), and maybe others if you have enhanced strength. You can expertly control the flow of your pecking, such that you could turn a tree into an intricate statue or carve “roller skate” wheels into shoes. And if go into overdrive, you can shred your targets as if you're a pencil sharpener.

Tracker (100 CP, Free Small Mammal)- You have a good sense for finding things that are hidden in the ground, whether it's the full set of bones for a dinosaur or a luxurious underground hot spring.

Slippery Little Fellow (200 CP, Discount Small Mammal)- You think I'm over there? Ha-ha, I'm over here now! You have a talent for sneaking around without being spotted, and even after you've been noticed you have a knack for slipping away without anyone catching you, such that you can seemingly be trapped at a chokepoint and then seemingly reappear somewhere else entirely.

Squishy Swine (300 CP, Discount Small Mammal)- Pigs have a lot of fat, but that can come in handy. Anything that physically presses against your skin will fail to damage the skin but instead push and stretch that area into your body, somehow avoid contact with bodily organs in the process. As soon as the physical force ceases, your skin will bounce back to normal – and flinging away whatever was pressed in like a rubber band. However, if enough force is use to

push the skin all the way to the other end of your body, you'll finally start taking damage. In addition, the perk only accounts for physical pressure, and other things like magic might still leave their mark. You can also use your fat as a floatation device.

Skunked (400 CP, Discount Small Mammal)- You can unleash a noxious cloud of stink around you. It initially just covers a 20-foot radius, but keep on releasing the gas and it'll spread all over the place. The stench can even spread through water and other liquids. The smell is not poisonous, but it nauseates whoever smells it and can even knock them unconscious. The stink also causes plants to wilt. Focus hard enough, and you can make the gas so potent that it can cause stone to crumble.

Mole Menace (600 CP, Discount Small Mammal)- Whack a mole sounds like a fun game until you have a bunch of those pesky critters digging up your field. You are an expert at digging and can quickly dig a whole labyrinth of tunnels all around you. You are also able to easily dig into the ground (even in other materials such as snow) and make safe tunnels for you at a moment's notice. So even if some bulldozes the field to keep you away from the surface, as soon as he's gone you can pop right back up with no damage to your tunnels.

Strong as an Ox (100 CP, Free Large Mammal)- You have enhanced strength that goes past your normal physical limits to a degree, such that as a gorilla you could juggle a hippo or rhino with ease.

Mighty Roar (200 CP, Discount Large Mammal)- Like a lion, you can roar up a storm guaranteed to wake anyone in the vicinity of 5 miles wake up. Your roar makes the ground rumble like an earthquake, and the shaking is enough to physically distort (to minor degrees) people caught in your wake.

Big Blower (300 CP, Discount Large Mammal)- Like an elephant, when you blow you really blow! You are now able to blow out air infinitely without it draining your air supply. In addition, when you breathe directly into a target, the subject will increasingly fill with air and, with enough pumping, can float like a balloon.

Pouch Pocket (400 CP, Discount Large Mammal)- You can make a large, kangaroo-like pouch appear on your belly. At its normal size it can just fit a couple of babies and other small items, but you can stretch it out into a decent-sized playpen or small swimming pool if necessary. It can even function as a trampoline! You can zip up the pouch to keep your charges safe from outside dangers like rain, and they are somehow able to breathe even when zipped up. If you flip yourself over, you could even use it as a handy parachute.

Stand Your Ground (600 CP, Discount Large Mammal)- Whether you're a horse or a cow, if you decide you don't want to go somewhere, people will have a lot of trouble getting you to move along. The perk gives you increased willpower, but it also gives you enhanced strength at resisting forces that are trying to push or pull you. It might be possible for extensive/extended force to break past your resistance, but before that force moves you, the perk will still protect you from being moved by making your body stretch out harmlessly (albeit comically); only after there is enough force that you have been stretched out as far as you can go will you be moved against your will.

Items

Here are a few extra keepsakes you might want to bring home with you. All discounts are 50% off. All items reappear in the Warehouse if lost or destroyed.

Shoe Raft (50 CP)- A giant wooden clog shoe that works as a handy raft. Interestingly, whenever the shoe is exposed to ample sunlight and water combined (even if the water is salty), the shoe will sprout various plants, including a tree with wooden, regular-sized shoes as “fruits”; no two shoes are exactly the same, though, as each has its own size and shape. Even with all the extra weight on it, the raft is still sturdy enough to carry an ox and more.

Doctorate in Carnivorology (50 CP)- You have a professional degree from a distinguished school for carnivores on how to hunt prey, along with a license to teach the skills to other predators. Whenever you teach the class, at least one non-predatory and particularly vulnerable prey will mistakenly attend, potentially offering you a free visual aid and food sample.

Farmhouse (100 CP)- A nice little, stone-bricked and straw-roofed home for you to live in. It's not the largest hut, but it's still comfortable and cozy.

Farm (200 CP)- A decent, 400 acre farm complete with fields for crops and grazing and a variety of sapient livestock (chickens, horses, cows, pigs, sheep, etc.). Any animals that live within 50 feet of the farm will also gradually become sapient; you can shut off/toggle with the sapient effect if you wish.

Companions

Don't worry, big guy; I'm sure you can find all sorts of friends around the farm and in the wilderness.

Buddies (50/300 CP)- You can import or create companions. It's 50 CP per companion or 300 CP for a grand total of 8 companions. Each companion gets a free background and 500 CP to spend.

Cast Member (50 CP)- For 50 CP per purchase, you can get a character from the show as a companion, anyone from the main heroes like Ollie the ox and Jack the turtle to side characters like Audrey the ostrich, Edward the elephant, Lenny the lion, and Towilla the toucan narrator.

Children (100 CP)- A special little gift from the storks – and they actually got the delivery right this time! This option gives you up to six children of the specific species you chose for yourself in the jump. The kids get the freebie for their background. Your children love you dearly and look up to you as their parent and guardian.

Drawbacks

This is a fun place, but it's a comedy, so some trouble can be (un)expected. You can take up to +600 CP.

Wrong Dub (+100 CP)- You ended up in a dub of the show that's in a language that you don't know. Hopefully you can still figure out what's going on.

Face Fault (+100 CP)- All these corny jokes drive you crazy! Whenever you hear a particularly lame or obvious joke, you will trip and fall. And you'll be hearing a lot of those jokes while you're here.

Everyone's Favorite Toy (+100 CP)- The other animals find you fun to play with – whether you like it or not. They like tossing you like a ball, using you as a musical instrument, filling you with air like a balloon, etc. The “play” won't leave any permanent damage on you, but it will certainly be annoying.

Everyone's a Critic (+100 CP)- People constantly find ways to jokingly mock you, and it can get a little annoying at times.

Smart as the Next Ox (+200 CP)- Which isn't very smart at all. Essentially, you have Ollie's brains – practically nothing – so you are constantly making dumb decisions and can easily be outsmarted.

The Doctor is In (+200 CP)- You believe that you have a knack at solving medical emergencies, so you're always trying to help out your buddies – and if you don't see anyone with serious injuries you'll start looking for minor issues as well. Wouldn't be so bad if your medical (mal)practice tends to exacerbate your patients' problems to comic proportions. And your patients aren't exactly going to be happy with all of your “help”.

Hungry Hog (+200 CP)- You have a huge appetite, and you might very well eat yourself out of house and farm. Also, be careful about eating too much, or you might put on some weight.

Misidentification (+200 CP)- You have the unfortunate habit of mistaking animals for other things, like a turtle for a mushroom, a cow's tail for a rope, or a pig's snout for a flower. This can lead to some rather unfortunate misunderstandings.

Insomnia (+300 CP)- You constantly have things waking you up in the middle of the night, whether it's a friend of yours snoring, wolves howling, or thunder and lightning.

Blight at the Opera (+300 CP)- You believe that you have a wonderful singing voice and sing whenever you can, even in your sleep. Unfortunately, to everyone else your singing is horrible, and anyone who has to put up with your "melodies" for long will become desperate to make you stop one way or another. Even mother nature might take offense if pushed far enough by your singing. This also hinders your music-making abilities with other instruments.

Uninvited Houseguests (+300 CP)- Various animals, everything from mice to penguins to bears, are constantly popping up inside your house and making a mess of things. They'll even get into your Warehouse.

What a Revolting Development This Is! (+400 CP)- You have incredibly bad luck. Anything that could possibly go wrong will go wrong in a way sure to cause you a lot of pain and frustration.

Dinner is Served (+400 CP)- Lots of animals think you look and smell delicious, and they're determined to have you for supper.

Stampede (+400 CP)- You are constantly getting caught in wild stampedes by all sorts of critters. Better run for the hills before you get trampled!

You're Hired (+500 CP)- You've been hired as the narrator/commentator for the show. You cannot physically interact with the setting but observe from a separate, closed-room set that you can't leave until the jump is over. You are expected to give narration and commentary constantly throughout each episode, and it can be rather exhausting at times. Not to mention that you're stuck having to make and react to corny jokes constantly. And don't think this will keep you safe from the comedy; some of the slapstick mayhem will occasionally slip over to your end.

The End



Well, the show's over. What do you wish to do now?

Go Home- Yep, after a long and crazy journey, there's nothing better than being back at your own home. You return to your original life with all of your powers, items, companions, etc.

Stay- So you've decided to settle down on the farm, I see – or maybe you like the wilderness instead? Either way, there's always plenty of room for everyone on the funny farm! You stay in this world but keep your powers, items, companions, etc.

Move On- You know what they say: the grass is always greener on the other side – and it really is greener! I'm sure that you'll find even more amazing sights on your adventures to come.

Notes

The Story- Ox Tales is a joint Dutch and Japanese anime based on the Dutch comic strip Boes. Boes, called Ollie in the English dub, is an independent farmer who lives on a farm surrounded by seemingly-endless wilderness somewhere in the middle of nowhere (it could be based on Dutch farmland or the South African countryside, but given how there's everything from polar bears to elephants to tigers, it's not really clear where he is). All of the animals are fairly intelligent, so much of Ollie's days are spent getting the domestic animals back in line and handling the wild ones, too – and getting outwitted by all of them in the process. Even his best friend Jack, the sanest person on set, is hard-pressed to stop all of the constant chaos on the farm.