

A NETFLIX SERIES

Centaurworld



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Once, two worlds were connected. The world of humans, and the world of centaurs. Both traded with and visited each other. Even if they didn't always see eye-to-eye, there was peace.

That was until the Nowhere King appeared. He and his army of minotaurs pillaged and destroyed everything in their path, until he was sealed in the rift between dimensions, cutting the connection between the worlds, while breaking and splitting the Key, a magical artifact that kept the dimensional portals open.

Still, his army is on the loose and still causing major devastation in the Human World, while Centaurworld is now enjoying a feeling of relative peace and recovery after all the minotaurs have been trapped in the human side.

Now, due to a recent accident, a horse from the human world has been transported by a recently found piece of the Key. Seeking to reunite with her raider, she will try to enlist the help of the locals to get back to her world.

You have **1000 Choice Points (CP)** to aid you in your stay here.

Backgrounds

Your age and gender are up to you, as long they make sense for your background. Centaurs may live way longer than humans, but their lifespans may vary greatly. Any origin can be taken as a drop-in.

Herd member: A regular civilian. The human world currently seems to be lacking in terms of non-combatants, as it is currently in a massive war against the minotaurs, but most of the centaur population would fit in here. You may choose to be part of Wammawink's herd if you are a centaur and take this background.

Leader: A leader of the people. You inspire and protect those under you, for better or for worse. Your group looks up to you for guidance and security. And they may also expect you to deal with a lot of their problems.

Warrior: The most common role seen in the world of humankind, and a much rarer one for Centaurworld. You have lived on the battlefield for years fighting against the hordes of minotaurs.

Mystic: A scholar of the magical arts. Perhaps you are a drop-out of Shaman School, or just someone curious about the strange and the supernatural. Even among the eccentric Centaurs, you are one of the oddballs, and that's not saying what most humans would think of you.

Villain: I guess there would also be this path. You are one of the rare bad guys, a true villain preoccupied with causing suffering and maintaining your power. The worlds have yet to recover from dealing with the threat of the Nowhere King, and are certain to be very distressed by your appearance.

Races

Pick one of the following.

Humanoid (+100 CP): The standard human being. You may also choose to be a rogue minotaur, which is usually not much stronger than humans regardless of what their usually bulkier builds would indicate. You are not naturally able to wield magic, but may learn in time in Centaurworld.

Centaur: Centaurs are not only naturally capable of magic but are also stronger, more durable, or agile than humans. You may also choose to be an animal that was affected by Centaurworld's nature who gained the ability to speak and perform magic.

Special Centaur (-200 CP): You are a special kind of centaur, gifted with supernatural abilities from your race. You may be an underground centaur who benefits from being able to dig between space and dimensions, or a massive centaur like the beartaur with the physical abilities that being of the size of a large house entails.

Perks

All perks are discounted for their respective background. 100 CP perks are free for their respective background.

General

Welcome To Centaurworld (Free/200 CP): You have been touched by Centaurworld's musical essence. You have gained quite a voice and talent for making lyrics on the fly, allowing you to p. Background music or choruses seem to appear out of nowhere during these performances.

For 200 CP, you may allow others from future worlds to experience the same. Whether you gift this to certain individuals or the entire world, is up to you.

Centaurification (-200 CP): You may grant the process of turning into a centaur to any items or animals that you come across in future worlds. They will gain sentience, become able to talk, as well as eventually they will develop their own magical abilities suited to their personalities. This may also be used to give humans with Centaurworld's ability to use magic. For humans the visual changes are usually not so drastic.

Herd Member

A Broken Ship (-100 CP): People seem to overlook your most negative personality traits as just your quirks. As long as you are not being actively harmful, even soft bullying is easily forgiven when it comes to you.

Breathe In A Bag (-200 CP): The life of a criminal is not an easy one. Not only are you great at running from the law, including doing things like literally just hiding inside of the environment, but you also grow to be quite manipulative to get your way. You find it easy to exploit the fears and traumas of others to guide you to do what you want.

Stabby (-400 CP): Centaurs are often fairly resistant to damage, but your toughness takes the cake even among them. Not only are you especially resistant to all kinds of damage, being able to survive falls even from the lower atmosphere, but it seems that even when your skin is pierced, wounds fail to actually damage anything important. Even if you are stabbed right in the heart. Oh, and somehow you have become immune from having your wounds infected by the repeated stabbings.

The Hero Of My Story (-600 CP): Everyone is the main character of their own stories, but you also find that you are quick to become the lead supporting actor in everyone else. You find yourself constantly attracted to the local main heroes and their adventures, interjecting in key moments either to have the chance to help or just watch from the safety of the sidelines. And for some reason, they don't seem to mind your presence or your lack of collaboration that much. As a side effect of this role, you find that you also will become immensely popular among the masses regardless of what you do or how you look. Winning a talent show just by showing up multiple times in a row is possible just by how loved you are by the public, and fan clubs spontaneously appear around those places you have visited.

Warrior

I Would Know You Everywhere (-100 CP): No matter what changes your face suffers, which color your hair or eyes take, or even if the shape of your body changes completely, you can always be sure that your friends and family will be able to recognize you. You can decide to toggle on and off this effect.

We Have to Protect Ourselves (-200 CP): You have survived many battles, and the confident way you move through the battlefield demonstrates it. You are quite skilled with a weapon of your choice, and both your experience and strength is enough that you could take a few dozen minotaurs just on your own.

I'm Not Gonna Fight Them (-400 CP): Knowing how to wield a sword is good, but sometimes you can't just win by swinging a weapon around. Sometimes you need a subtler path. How lucky is your commander to have such a sneaky soldier such as yourself. You are amazing when it comes to stealth, infiltration and assassination. So much that you could infiltrate a castle swarmed with monsters, kill a few dozen guards and leave with the enemy's item of power before being detected.

Together We Will Go Into The Unknown (-600 CP): You have the soul of an adventurer, an explorer of the unknown, and a creator of bridges between worlds. You have a will of iron, letting you keep going through the most strenuous situations. You also have a true talent for resolving conflicts and bringing the most unlikely groups together. Gathering allies comes easy as breathing to you, able to convince them to join in your quests and leave their differences behind with a few words, or maybe a few verses from a song if you are in Centaurworld.

Leader

Hey, New Friend! (-100 CP): You are easily approachable. Others are quick to open themselves to you and they easily come to trust you shortly after your first meeting with just some kind words.

The General (-200 CP): The kind of leader that the human world currently needs. You are great at directing people in battle, quickly analyzing over the battlefield and knowing where to direct each of your assets for the best results. People also are quick to default the command in the middle of combat if no other chain of command was established previously.

Mama's Here! (-400 CP): What good is a leader if you can't be there when your herd needs you the most? You have an almost supernatural sense to appear just in time to help or even save your friends, family or any others under your protection. What's more, you are able to even activate your powers on their own even while you are sleeping or knocked out aid them. Not even unconsciousness can keep you from protecting your family.

We Are Fragile Things (-600 CP): There are times where the dangers that prey on your people are not predators or invading barbarians, but instead their own insecurities and traumas. You have become a bringer of hope, your presence becoming a source of light for those around you. Even depression and trauma can be healed with just a short conversation with you.

Mystic

We Love Our Silly Magic (-100 CP): To be a practitioner of the mystic arts in Centaurworld is to embrace all the silliness and weirdness of this world. You have an easy time dealing with strange new things, and you always have an easy time using your power for harmless fun.

Dramatic Disappearance (-200 CP): What kind of mystic would you be if you couldn't just exit the scene in a dramatic way. You have a knack for disappearing in the right moment, and doing so in a spectacular way. To the point that even your enemies will comment on how awesome you are even if you just beat them to a pulp.

Shaman (-400 CP): A graduate from shaman school, you are among the best magic users in the world. New spells and magics come easy to you, and your spells are fairly more potent than what they were before. Most notably, you can be especially great at learning and mastering more 'serious magic', meaning spells that are not just for fun or comfort, but things that can be used in actual combat like telekinesis for force fields. You are also fairly well-known in the magical world and people will be attracted to you either for guidance or your mystical powers.

The Rift Worker's Work Is Never Done (-600 CP): Your understanding of magic has not stopped with just the magical mysteries. You have learned to harness the mystical energies and spells into powerful artifacts that can be used by others, as well as integrate them with machinery. Creating an artifact like the Key would be the highest end of this skill, albeit something that would require much dedication, but lesser artifacts that combine magic and science come much easier to you. And not only that, you are also an expert when it comes to maintaining, repairing, using and even discovering new uses for other artifacts that combine magic and science.

Villain

Jumper's Lullaby (-100 CP): Everyone in Centaurworld can sing, but not many people have their own ominous theme song extending their legend around, and playing in the background during their appearances. Well, now you have a theme song that is known by basically everyone, which will be sung by random groups of kids from time to time for no good reason other than a creepy effect, and which you can decide to have it play during your dramatic entrances.

The Things We Fear (-200 CP): Your presence is quite disturbing and intimidating. So much, that those with weaker wills are compelled to just join you whenever you make your threat known to the world, rather than directly trying to fight you.

All Hail The Nowhere King (-400 CP): A powerful ability for a true tyrant. Those who you create can be controlled and commanded by you telepathically, allowing you to manage entire armies with just your thoughts, and also making defying you almost impossible. The main drawback with this control is that if you were to be knocked out while you are exerting this control, your soldiers would be frozen in place as well, unable to move without your commands.

He Is Gross! (-600): You were touched by the chaotic radiation of the rift and the key, transforming yourself into an eldritch black mass similar to the Nowhere King, of which only your original skull remains as an identifying feature. You have gained immense strength and durability, enough to smash through castle walls and survive most attacks around here with ease, and you can fly, expand, travel through and control your goo freely, which has anti-magic properties, and can heal your wounds by consuming other living beings.

Magic

It's In Our Eyes, It's In Our Manes (Free and Mandatory for Centaurs and Special Centaurs, optional for Humanoids who may opt this option out and gain +200 CP): You can do magic! Normally this is a universal trait of all centaurs, but humans and other native animals of the Human World may also acquire this ability after spending enough time in Centaurworld. You have a few spells under your name and can learn to do more, with enough time. You have a 400 CP stipend to spend on this section only.

I Can Shoot Tiny Versions of Myself (-100 CP): A fairly common spell that lets you shoot tiny clones of yourself from your feet. They are quite weak compared to you and have none of your supernatural abilities. They also tend to suffer from existential crises when they first come to witness their original self.

Shapely Mane (-100 CP): You can make your hair take into several shapes, and also make it grow, extend it and use it as an extra limb or weapon.

Bubbles (-200 CP): You can create bubble-like force fields that allow you to shield either yourself or your comrades from harm, or to trap a strong enemy for a limited time. Their size and strength depend on your own powerness.

Weaponized Cuteness (-300 CP): You have harnessed a concept that should be far removed from combat and turned it into a magical weapon. You can project your cuteness around you as a powerful magical aura, allowing you to fly, levitate objects or create large blasts of magical energy. Befitting of its name, all of these abilities increase in potency the cuter you are.

Backstory Magic (-300 CP): A powerful and rare type of magic, it lets you enter the mindscape of others and visualize flashbacks of their 'backstories'. While you are inside of someone's brain, they remain completely frozen and unresponsive in whatever place and pose they were when you entered their heads. Powerful individuals may eventually free themselves before the flashback ends, or even defend themselves while you are in their mindscape.

Tummy Portal (-400 CP): You can have a magic portal appear around your tummy. It is moderately large, but it can fit objects way larger than the opening. It connects to a pocket dimension of seemingly endless size, from which everything you consume is stored. You can then retrieve anything you have stored easily, always finding what you wanted to extract, or even project yourself inside of this dimensional vault to admire your collection (which may or may not include living things that you have stolen). The portal can also have a potent suction effect, and also launch its contents out with extreme force. The portal also speaks to you at times, demanding that you feed it more and more.

Hot Goss (-400 CP): You can stop time for several seconds, allowing you to converse with an invisible 'audience'. Whether this audience is actually real or not, it's not something relevant. What is relevant is that this time stop has the side effect of having everyone around

the caster feeling immense pain for several seconds after the spell ends, as if all their molecules were burning.

Wishing Magic (-500 CP): You have the ability to grant wishes. Albeit you cannot grant whatever they consciously want at the moment, it lets you grant other people what they need the most at that same moment. The effects and duration of this magic vary wildly, including transforming others, teleporting them, curing them of some illness or even awakening latent powers.

Custom Magic (Varies): You may create your own spell. The cost for this option will be determined by the potency of your spell, which

Items

You may take a 100 CP item for free, and discount a 200 and 400 CP item.

Paper Bags (-50 CP): You get an unlimited supply of paper bags. They are great for controlling your anxiety. Or if you have large enough lungs, you may even use them to create shockwaves and throw those around you off of balance.

Figure Collection (-100 CP): A collection of hand-made and extremely detailed war figurines of the previous war of the Nowhere King. New ones appear in your Warehouse at the start of each jump, fitting for whatever large conflicts your current world has visited. You can choose to have them either at your current scale or up to the scale of a beartur, meaning that each figure would be roughly the size of a human adult.

A Trusty Knife (-100 CP): A weapon of your choice. If you would like to, you may also have it made of some material different from steel, iron or wood, like ice.

Boathouse (-200 CP): A large and cozy wooden boat that also doubles as a house. Used by some shamans, it can be easily repaired by channeling some magic through it, and can also fly at a decent speed.

The Tiny Ones (-200 CP): An horde of small clones of several relevant centaurs. As it usually happens with these magic-created clones, they were quite depressed about the absurdity of their existence until they met you, and now they follow you as their beloved leader.

In future worlds, you can find similar collections of small clones of the local relevant characters. They will be quite depressed at the weirdness of their existence, and they won't have any special powers, plus it will be pretty weird, but weird is the norm in Centaurworld.

Privilege (-400 CP): You are rich, enough to afford your own massive palace and to be able to throw massive parties for the rest of your life. You also come from a lineage of old nobility, which gives you access to vast lands, connections with the other local noble families and even royalty. In future worlds, you will gain similar levels of wealth, titles and connections.

Bad Guy Fortress (-400 CP): Your own creepy fortress, befitting of an evil villain. It comes with an army of minotaurs followers that follow you with blind loyalty, as well as an artifact to produce more minotaur, albeit it is currently missing the Key. Maybe you can do something about that?

The Key (600 CP): The artifact responsible for connecting the two worlds via opening portals into the void. Or at least a perfect working copy of said artifact, as the original is currently shattered. This artifact has the ability to open portals to the Void, an empty space between dimensions that then can be used to open portals to other worlds. It can also be used to fuse or separate living beings into more 'primal' components, creating new monsters or separating centaurs into humans and animals. Or turn into a magic spear capable of harming otherwise invulnerable enemies.

Companions

Bringing The Herd (First four for Free, -50 CP per afterward): You may choose to import or create a companion per purchase, granting them 600 CP to make their build, along with all the discounts and freebies that they would be entitled to. Since it wouldn't do to go without any family here, your first four companions are free. You may also use this option on recruiting any canon character that you wish.

You may purchase this option as many times as you wish.

Becky Apples (Free, but optional): Are you sure about this? If you wish to, you may take this battle horse with you, who is quite smart and loyal to her rider, but also way more bloodthirsty and capable of killing than what you would expect from a horse. Especially when it comes to minotaurs. She may already be capable of talking after being touched by Centaurworld's essence, but chooses to remain as silent as she was before, retaining her serious appearance even under the effects of Centaurworld.

Drawbacks

You may take up to 800 CP in drawbacks.

I Feel Cold (+100 CP): You have a permanent uncomfortable sensation of cold, that can only be calmed by wearing thick clothing. But actually putting enough clothing to warm you will also make you become engulfed in flames. This fire is not lethal to you, but it is extremely painful.

Kleptomaniac (+100 CP): You have a quite hard to resisting the impulse to steal everything you see. And it's merely hard to stop when others are looking at you. When you are alone you cannot stop indulging in this. Also, you may want to kidnap even those who are smaller than you as well.

Overbearing (+100 CP): Loving is good, but you may take it to an extreme. You get attached to others easily, and then you also tend to get quite possessive, refusing to leave them alone and trying to cover all of their needs by yourself. You get jealous easily, and even if you don't necessarily get more violent about it than you would before, you won't stop bitching about it.

Tragic Backstory (+200 CP): You were abandoned by your parents, ridiculed and bullied in your childhood or perhaps you had a past of crime. Whatever it is, you have been left with severe trust and confidence issues that will take a lot of effort to repair.

Jumper? No, no, no, you me llamo El Saltador (+200 CP): Turns out there is an infamous criminal running around with your same exact face, save for a couple of small details. This means that wherever you go, law enforcement will try to capture you to make you pay for those guys' crimes.

I Belong Nowhere (+200 CP): You feel alienated by both worlds. You can't fully integrate with human society, but are also annoyed and disgusted by the centaurs. And it seems that both species also have a hard time accepting you.

We Wouldn't Know, Because We Are Trees (+300 CP): You are locked into the form of a treetaur. You are a sentient tree that can move its branches around and use magic, but cannot move from its current location without assistance. Also, you are not too durable, a horse could easily split you in two with a few kicks.

Once Shattered (+300 CP): You have been split into two bodies: a human and an animal, which you draw the short stick as the animal part. Your human self will retain most of your powers and doesn't seem to be interested in refusing and wants to take everything you cherished for themselves, while you are just left with your intellectual capabilities. As the final saving grace, your human self's life is linked to yours, so they are unlikely to kill you or allow you to be killed.

Ending choices

Stay Here, Go Back Home or Move On to the next jump.

Notes

-If you take Once Shattered and We Wouldn't, Because We Are Trees, you still get separated, but instead of an animal you turn into a regular tree that can speak but not do anything a tree wouldn't be able to. Your human self remains the same.

-After the end of the jump, 'He Is Gross!' can be turned into an alt-form. You also won't suffer the same pains that the Nowhere King seemed to suffer from taking this form.