

The Mighty Boosh Jumpchain V1.0 By Wukong

BEGINNING:

This world is an unusual thing. Seemingly stuck in the 1980s but with some of the technology of the modern day. Music seems to be of a much bigger concern to most people and magic exists, if you know where to look. The UK has adopted the euro and the Soviet Union might just still be around. Look this is weird alright, and let's not even get into the aliens just yet. Rather than explain all this to you the hard way I am just going to chuck you right in.

Of course, you'll need a starting budget. Give yourself +1000CP to spend for this jump.

LOCATION:

You begin this jump just outside the local Zoo in Dalston, although where you may choose to go from here is none of my concern.

BACKGROUND:

This is the part where you choose your identity. What kind of person are you in this place? Roll 1d8+18 for your age and gender is kept from the previous jump. Both can be changed by paying 50CP.

-Zoo Worker (Free): You awake in a shitty office, with a man known as Bob Fossil offering you a new job working here as a zoo keeper. While you may have no history in this place, you also have no memories and you are entirely yourself.

-Musician (100CP): You are a Musician; a charismatic, highly fashionable partygoer. Your life is full of music, entertainment, and having a good time. You are in it for the fun and have a good talent as a performer.

-Psychedelic Monk (100CP): You have become, over many years of meditation and soul searching, one of the famed Psychedelic Monks. An order of musicians dedicated to finding the greatest sounds on their chosen instruments. Musical talent and a disciplined attitude are yours, and you are ready to show the world what true music is like

-Shaman (100CP): You are an oddity. A being gifted with magical prowess in this universe. While somewhat unheard of by the general public, there exists a large and extensive community of people in the know. You are a member of this society, although what you choose to do with this power is up to you.

ABILITIES AND SKILLS:

Skills corresponding with your origin are half price, and the 100cp perk for your origin is free.

Zoo Worker

Put Your Back Into It (100cp)

You have the talents of a natural-born zoo keeper. Many kinds of animals will likely treat you with more initial respect. Along with this is a lot of both theoretical and practical knowledge of how to care for animals. This perk also grants you a skill at delegating the more unsavoury parts of your job to others.

Survivor (200cp)

You have been locked into the feared jungle room and against all odds, thrived in it. The experience you gained there has given you the ability to find a way to survive in most hostile environments. From extremes in temperature, massive pressure, and even a lack of atmosphere. If there is a way, you can find it.

Man of Action (400cp)

You are just so incredibly, impossibly, manly. Feats of physical skill, dashing heroism, and reckless bravado (within reason). All of these are now your preview to command. People may look at you and wonder just how you do it, well this is how.

Personified Cells (600cp)

Your physiology is rather unique. The cells in your body, well they have a rather special property. While under a microscope they seem to be normal, it turns out they have a mind of their own and can communicate with you, albeit maybe not in the most helpful manner. That is, in order to do so you would normally need to shrink yourself down to their level. A talk with the brain cells could give you an insight into your own personality, flaws and all. Your white blood cells could tell you about any harmful pathogens in your system, and your liver could explain the impact of any substances you may choose to ingest. Considering you can't talk with your organs face to face, hopefully, this perk will also include a messenger system inside your body that can take messages back and forth from you to any other part of the body.

Musician

Pretty Boy (100cp)

You are one fashionable motherfucker. This perk makes you look good, really good. With this along you could easily end up as a professional model, and that's even before you actually decide to put in some effort or makeup.

Cheekbone (200cp)

It might be a three hourly magazine, an arcane connection to the concept of fashion, or just a mind one step ahead of the crowd. But you know exactly what is in fashion in any one society, down to the minute.

Party Like Its 1999 (400cp)

You seem to have a knack for the party lifestyle it seems. With but a moments effort, you can triangulate the location of the nearest party to you. On top of this, you are the very life and soul of the party; able to make effective small talk, handle your fair share of booze and narcotics, and dance like a pro. On top of this, you always know the right moment to take your leave to avoid any of the cleaning up afterwards.

King of the Mods (600cp)

Hail to the king, baby. While some may pretend to stand on top with good looks and following the trends, you simply are. No matter what you do, or where you are, nobody can deny you are the pinnacle of the mod scene. You, without effort, represent the culture as a whole, and make it look damn appealing with your regal bearing. You are borderline supernaturally competent with the skills and traits associated with the mod subculture. Also all beings who identify with the mod culture will flock to you and accept you as their leader; and don't worry there will ALWAYS be mods during your travels.

Psychedelic Monk

The Ghost of Hendrix (100cp)

Like this perk's namesake, you have guitar skills that are the stuff of legend. With little effort you can rival somebody who has practiced for nigh on a decade. If you put some serious effort in, well who knows? With this perk alone, you can make your mark as one of the greats.

Crimping (200cp)

You have a unique talent that would be the envy of any other musician. You can, on a whim, come up with songs. While they are usually vocal only, you can come up with a ditty for just about any topic. And don't worry, it will sound great. Plus they are super catchy, and easy to teach to others should you wish to.

Jazz Fusion (400cp)

The skill you possess with musical instruments are second to none. With practice and talent, you have reached a level unheard of. When you play an instrument, you may focus the notes you play into damaging attacks onto your enemies. Depending on your skill with the instrument and your strength of spirit, it can be quite a formidable blow.

Open Your Mind (600cp)

Through a period of meditation, journey, and conflict; you have acquired a great skill. In a situation of great conflict or distress, by concentrating a door will open on your forehead. Through it a hand will present a single item that will be of great assistance to your current predicament. Although try not to overuse it too much, I imagine its effectiveness would wane if misused. Also if you were not in the know, the description of how this perk operates is 100% literal. Yeah this place gets weird sometimes.

Shaman

Shaman Skills (100cp)

You have been gifted with the basic skills of the shaman trade. While they sound impressive to the non-initiated, they are relatively simple magic. Party tricks mostly, and a few quality of life spells to aid around the household. Nothing special, but these are the easiest to learn and even the unskilled can pick them up with practice. As a bonus however, I'll throw in a magic flying carpet as well. It's not the fastest thing ever but it'll get the job done.

Black Magic (200cp)

With this perk, you have received training in some of the darker elements of the shamanistic trade. Real black magic, none of this beige magic anymore. The real deal. This allows you to do some really freaky feats, curses, hexes, and most significantly summoning. You can contact demons and bring them into being, although be warned, the stronger ones are likely to be very independent and tough to control. Along with this most of them live only to destroy the world, each in their own way. So do be careful. And for the love of god, never summon Nanatoo.

Alchemist (400cp)

The final, most powerful skill of the Shamans. The ability to brew potions and craft poultices that can create strange magical effects. While you can make some powerful stuff, up to the level of a pint of Shaman Juice, you still have to deal with the issue of logistics. You need to have the right ingredients on hand, and the right amount of time to brew it properly. Also this perk gives you amazing knowledge regarding how to properly create various kinds of alcohol from different base ingredients.

Shaman Council (600cp)

You are a full member of the Shaman Council. An exclusive society dedicated to the advancements of shamanistic understanding. Or at least, that is what they call it. In practice it's just a group of friends who like to hang out together. While a society of magical party boys seems like a poor idea, if you have a legitimate problem I am sure somebody has the know-how to help you solve it. That is, if you catch them when sober. By taking this perk in every future jump you will be a member of a secret society similar to this one, although in any magical settings, they will have that jump's magical skills instead wherever practical, and you will still keep getting drawn into magical misadventures. The members may not be the same in different jumps, but they do look eerily similar.

Companions (100cp)

You may import a companion to accompany you in this jump. They receive a free background and 400cp to spend. You may import more at 50cp each or 300cp for all 8.

ITEMS:

Money (50CP Three Free Zoo Worker)

A stash of euros. If you are careful with it, it may last you about a month or so.

Tommyzola (100CP)

This plate of simple cheese shavings has a rather special property. If ingested, they cause the eater to enter a short term period of self-doubt, adding some variant of "or do I?" to the end of their sentences. This can cause annoyance and confusion in most listeners, along with a temporary halt in any decisive decision making.

Familiar (100CP Free Shaman)

This gives you access to a talking animal familiar. They have intelligence roughly equal to a human, a moderate danger sense, and as they are linked to you they will also be helpful to your aims. While they are your familiar they do have their own interests and goals, and so may go off and do their own thing every now and again. You may also import a familiar from a previous jump for this role.

Turban of Tequila (100CP)

A rather snazzy looking turban, full to the (brim?) of tequila. It's guaranteed to look good on you but the only way you can claim it as your own is to down the tequila in one.

Guitar (100CP Free Psychedelic Monk)

A simple guitar, modelled however you like and guaranteed to always provide a clear, crisp sound. No tuning required.

Flute of Summoning (100CP)

A small metal flute, worth well over 35 euros. Using it you can play a series of three notes to summon entities to your side. It is currently used as a sort of yellow pages of the supernatural community and so is linked to many blue collar workers such as locksmiths, plumbers, and electricians.

Goth Juice (100CP Free Musician)

A bottle of the most powerful hair spray known to man. It can hold any style in place, and can even hold objects in mid-air. It's THAT strong.

Cape (100CP)

A blue glittery cape. Such an item of apparel looks absolutely fantastic on you and does not impact your movements in any way, despite seeming fairly heavy. As a bonus it is seen as highly desirable by anybody viewing it, making it an object of much worth.

Black Magic and White Magic Books (200CP)

This set of books, one black and one white, serve as a guide to performing some basic magic. White magic is just party tricks and flashy effects, whereas black magic covers your basic summoning's and hexes. While you won't be able to match the feats of a full-blooded shaman, anyone can get results from using this set of books.

Betamax Tape (200CP)

An old cassette tape, haunted by a destructive spirit, bent on destruction after walking in on their wife during an affair. It is loyal to you as you have provided it with a new life and will obey your orders to the letter.

Voodoo Scat (200CP)

The rarest jazz record in existence, and you have yourself a copy of it. While the actual music is phenomenal, if you like that sort of thing, it has another more supernatural property. It contains the soul of one "Howling" Jimmy Jefferson, as his very blood is in the vinyl. If ingested, it will infest the body and convert its cells to jazz, a horrible fate to most, although fans of jazz will be immune and die-hard opponents may find it lethal.

Electric Soup (200CP)

This item is a can of a rare Scottish brew, the electric soup. While its origins are less than pleasant, this can contains nothing of the original electric soup. This can contains a powerful alcoholic beverage that is well known for considerably boosting physical capabilities and dulling the sensation of pain. It also bestows upon the user a rather insane sense of bravery, so do be careful. One can will respawn each week.

Shaman Juice (400CP)

This item is a vial of the most powerful substance in the universe, known as shaman juice. Its use has been restricted to use only by the shamans for years, on pain of death. However they don't seem to know about this particular bottle you have. Once activated through a special ritual, which is conveniently written on the side of the bottle; this substance gives the user the power of telekinesis, telepathy, along with a heightened skill at magic. For a canny shaman it is also incredibly useful as a catalyst for magical rituals and alchemy.

DRAWBACKS (Maximum of 600CP gain):

Addict (+100)

You have a rather addictive personality and as a result you are rarely seen without some form of substance on your person at any one time. Better hope you have enough stamina to cope with the strain on your body.

Doppelganger (+100)

There is a person out there, and they know your style. No matter how fast you change it, they catch on at light speed. And somehow people will keep getting the two of you mixed up, causing no end of drama

Fashionista (+100)

You are frankly obsessed with your looks. Your clothes are your top priority and you spend a decent chunk of your time ensuring you look perfect. Also as a result you struggle to travel anywhere without 6 wardrobes worth of clothes with you, in case they come back in style while you are away.

Dork (+200)

There is no hiding it. You are a huge dork. You have a poor fashion sense, preferring tweed above all, a love for jazz, and an obsession with stationary organization. With you things must be done by the book and proper. Don't expect to make too many friends.

Student Loans (+200)

They know you. You dodged them once and now they will never quit until you pay, literally. Student loans are hounding you now. They are relentless and cannot be reasoned with. Their means are limited, but have infinite persistence. And all the powers in the world will be useless if they catch you. They will take all of your money if they do. ALL OF IT.

Dixon Bambridge (+300)

This means he has noticed you. Dixon Bambridge, the owner of the zoo and possibly one of the greatest men on the planet. Beloved by the public, and world famous explorer. He will do all he can, through PR, and through his underlings (Bob Fossil) to mess with your life. For no other reason than his own enjoyment. And not to mention that he has the ability to account for your powers as well. He is just that good.

Cockney (+300)

You have arrived in this jump horribly twisted. Your skin is a dark green, your mannerisms are Victorian, your accent is cockney, and your powers are weakened. You have become a creature all hate in this place, a crazy, malevolent son of a bitch. There is one cure however, the fountain of life. But even if you can somehow find the amulet to take you there, it is guarded by someone with the skills and abilities to stand up to you and give a damn good fight.

Danger (+300)

This drawback scales the danger and risk of the setting exponentially. What before would be a walk in the park suddenly becomes a much greater threat. This is the drawback to take if you want an extreme challenge, but beware you don't bite off more than you can chew. There will not be any pulled punches anymore

No Power (+400)

All of your powers and abilities after your body mod have been locked away, along with your warehouse, for the full ten years of the jump.

END CHOICE:

You've survived this world for 10 years, and you're presented with your choice. Where to next?

-A Mighty Trip Home: Maybe this place reminds you too much of home, or you just are sick of this whole damn thing. Either way you wake up back home, as if nothing had ever happened. Although you may keep your powers as a going away present.

-One More Concert: Perhaps the unique charms and flair of this world have caught your eye. With this option your affairs back home are sorted and you reside here permanently.

-Rock In The Free World: You may have rocked across this world, but there are still so many more available to see. You continue onto your next jump

Notes:

The mods were a subculture in Britain during the 60s. They were big on fashion, quite modern, and rode Vespa scooters everywhere. The Who even adopted their style at one point.

You can replace the mod subculture referenced in the king of the mods perk with any other small subculture of your choosing. As long as it is fairly niche, and you are clearly not wanking it for massive gains, it will be fine. You can't change it after buying it though.

Electric soup was a drink made in Scotland and Northern England by down on their luck alcoholics by infusing milk with natural gas, found in broken lanterns before they were replaced with electric lamps. The version you buy here has none of those properties, except a Scottish origin.

If you talk to your body with the personified cells perk, you can make them more efficient or focussed. You could tell the white blood cells that something is actually bad for you if its disguised, you could tell your kidneys to work on a certain substance specifically, or just explain to your stomach a certain thing should not be digested. Charisma or bodily efficiency perks may make this process work better.

Companion imports are not discounted to shaman. That is just awkward formatting.