

They came from the sky.

Silent, floating. No-one knew why they had come, or what they wanted.

They only knew that they had to run. Flee from the unstoppable advance of the...



Version 1.1

You are a monkey. For ages, this world has been under attack by the mysterious Bloons, which swoop down and carry away any poor monkey unlucky enough to be caught in their path.

What for? Nobody knows. Maybe they carry them off to a secret Bloon factory, to be used as labor making more of the silently floating horde. Maybe they are the weapons of some distant land, used to try and conquer the planet. Maybe they simply carry them up into space.

Whatever the reason behind the Bloons, some Monkeys still resist, and you will be given 1000 CP in order to join them. Good luck.

Changelog

Version 1.1 - Fixed phrasing issue with Leader of Monkeys Perk.

Version 1.0 - Finished up editing and published it to the SB Folder.

ORIGIN

Dart Monkey (Free) - A plain, unassuming monkey, with an excellent dart game. Comes with no extra memories and no expectations, but no special skills either.

- + No memories or prior attachments, aside from monkey muscle memory.
- + Excellent dart throwing skills.
- No other useful skills.

Soldier Monkey (100 CP) - Firm and dedicated to stopping the Bloon Menace, the Soldier Monkey has been trained by veterans in the arts of dart warfare, and is an excellent and focused team player.

- + Well-trained reflexes for using a wide variety of weapons.
- + Very focused and calm in battle.
- Mandatory Badge Of Courage Drawback that provides no CP.

Ninja Monkey (100 CP) - Trained in the mystic arts of Bloonjitsu, the Ninja Monkey is a master of stealth and an expert at seeing the unseen.

- + Great stealth skills and ability to detect stealthed units.
- + Incredibly agile, even for a monkey.
- Mandatory Ascetic Vow Drawback that provides no CP.

Pirate Monkey (100 CP) - A monkey from the high seas, the Pirate Monkey is a tough scalliwag with a nose for treasure.

- + Excellent sailing experience. Knows perfectly how to sail a ship.
- + Very tough and hardy, can go for longer without eating.
- Mandatory Sealegs Drawback that provides no CP.

Wizard Monkey (200 CP) - Trained in the arts of magic, the Wizard Monkey can call on the elements to gain insight into the world around them.

- + Gain a decent sized mana pool, or have a decent amount of mana added to an existing one.
- + Very aware of the world around them.
- Mandatory Nightmares of the Past Drawback that provides no CP.

Monkey Engineer (200 CP) - Highly educated, the Monkey Engineer understands how things work, and can build a wide array of useful gadgets and towers to fight off the Bloons.

- + Genius level intelligence, focused on mechanisms and machines.
- + High levels of dexterity for working with delicate machinery.
- Mandatory Social Barriers Drawback that provides no CP.

Super Monkey (800 CP) - It's a Bloon! It's a plane! It's Super Monkey! Incredibly strong, tough, and fast, with the ability to fly, see across vast distances, and fire burning lasers of death from your eyes, you are an all-around champion.

- + Effectively a budget Superman with no weakness to kryptonite, magic, or lack of sunlight.
- + See above.
- Costs a lot.

Bloon (+400 CP) - Wait. What? You... you want to be a Bloon? Seriously? Well... Ok, I guess. You're a floating ball of rubber, just waiting for some dart to come along and pop you. Are you sure you want to do this? Really sure? Alright... I'll give you 400 extra CP, just so you can have a fighting chance to actually survive.

- + You can float, I guess.
- You are extremely poppable.
- You also can't transform into any other shape for the duration of this Jump, even if you have other forms available.

Companions

Yes, yes, you can bring your friends too. It will cost 50 CP for you to bring one, and 300 CP for you to bring a full party of up to eight, if you so choose. They will each get 500 CP to spend on Origins, Perks, and Items. They can't choose Drawbacks, but they still suffer from the Required ones for their Origin.

PERKS

Perks discount to half price. Synergy Skills are special Perks that interact with other perks, growing stronger or adding greater utility when you have the Perks they synergize with.

Throwing Arm (50 CP, Free Dart Monkey) - Wow, that's some arm you've got. All projectiles, whether thrown or otherwise, have 10% greater range.

Danger Sense (50 CP) - Something is sneaking up on you. You can detect danger, even if you can't see it with your eyes. Gives a general direction where the danger is coming from and boosts your reaction time to respond to it.

M.I.B. Intelligence Report (200 CP) - Once a week, you will receive a manila folder containing reports that give general information about the movements of your enemies within the local area. Updates to whatever Jump you find yourself in.

Banana Farm (200 CP) - A banana farm that follows you through the jumps, turning into setting-appropriate exotic fruit when imported, if bananas don't exist. Comes with a Monkey Farmer that tends to the crop (does not count as a Companion and cannot be convinced to do anything besides care for the farm).

Bionic Monkey (400 CP) - You have been built better! Some of your body has been replaced with bionic parts. You can pick two upgrades from the list below:

- **Head:** You now have cybernetic eyes, capable of rangefinding, night vision, targeting assistance, and anything else that you can figure out how to program them to do.
- **Throwing Arm:** Your arm now has powerful servos, allowing you to pick up things that are 5 times heavier than before, and throw them 10 times farther.
- **Shooting Arm:** Your arm has a powerful, in-built cannon, which can fire a plasma blast every ten seconds. Can be charged, but beware of overheating.
- **Legs:** Your legs are now spring-loaded, allowing you to jump up to 10 times your own height, and you can run for hours without taking a break.
- **Tail:** Your tail is now fully robotic, with a grasper arm on the end capable of everything your normal hand can do. Your tail can also stretch up to twice its usual length or retract completely.

Leader Of Monkeys (600 CP) - As the saying goes, monkey see, monkey do. Once a day, you can turn five of your closest Companions into a physical copy of you, with all your body-based abilities. Body-based abilities are abilities tied directly into your current physical form, or abilities that directly deal with your physical characteristics. They can choose to retain their gender. They don't necessarily have skill in using the abilities that come with your form. This

transformation lasts for fifteen minutes. Explicitly, Leader Of Monkeys does not count as a body-based ability.

Monkey Tactics (100 CP, Free Soldier Monkey) - Synergy Skill. Grants you the ability to work together very well as a team, maintaining awareness of your allies' abilities and taking them into account with your plans. This awareness functions best in groups of under a dozen, with diminishing returns for groups beyond that point. If fighting with a group of more than twelve allies, only the twelve closest to you will benefit from the Synergy Boosts. The Synergy Boosts are as follows:

- **Supply Drop** - Allies gain a 2x movement boost when moving to assist teammates.
- **Natural Hideaway** - Allies are aware of each other's location, regardless of intervening obstacles.
- **Bigger They Fall** - Allies gain a boost in strength and fighting power when they are outnumbered. Boost is directly proportional to how outnumbered they are (ex. 2 to 1 odds would result in a 2x boost. 10 to 1 odds in a 10x boost.) Maxes out at a multiplier level equal to the number of allies being affected (so three allies could have up to a 3x boost, while twelve allies would have all the way up to a 12x boost). Applies to physical power and the power of any abilities related directly to fighting. Only includes enemies that are actually capable of threatening the group at the current time. Enemies that are too far away to be a danger will not count.
- **Explosive Specialty** - Allies are immune to direct effects of friendly fire. Indirect effects, such as a defeated enemy falling on top of them, will still affect them.

Supply Drop (100 CP, Discount Soldier Monkey) - Once per day, you can call down a crate full of ammo and food on your location. It drops in from 300 feet, so it can be intercepted. There will be enough provisions in the crate to sustain yourself and twelve others for the next day.

Natural Hideaway (200 CP, Discount Soldier Monkey) - Grants great capacity to construct cover from local materials, rendering yourself almost invisible while not moving. Covers will also deflect sonic and thermal scans. More advanced scans will not be affected.

Bigger They Fall (300 CP, Discount Soldier Monkey) - Gain a boost in strength and fighting power proportional to how much bigger your opponent is than you. Maxes out at a 10x boost. Applies to physical power and the power of any abilities related directly to fighting.

Explosive Specialty (300 CP, Discount Soldier Monkey) - When using explosives, you can very accurately determine and shape the blast radius, and can draw out more explosive power than you should be capable of. Boosts can reach up to five times what the explosive should ordinarily be capable of.

Bloonjitsu (100 CP, Free Ninja Monkey) - Synergy Skill. Grants you mastery of the secret art of Bloonjitsu, allowing you to move stealthily, detect stealthy opponents from air movements,

and use the Blade Chop skill, that sharpens your hand for a powerful cutting chop. The Synergy Boosts are as follows:

- **Distraction** - Gain the Backstab skill, which gives an attack of opportunity on a foe that you see that doesn't see you. Within a range of 30 feet, you can move instantly to your enemies back to conduct this attack.
- **Improvised Explosive** - Gain the Detonate Fist skill, which causes small explosions when you punch, which you are immune to.
- **Flawless Disguise** - Gain the Surprise Reveal skill, which causes all surrounding foes to be stunned for ten seconds when you dramatically remove a disguise.
- **Sabotage Specialty** - Gain the Hands of Night skill, which lets you sabotage your surrounding foes for the next thirty seconds, weakening them, so stealthily that even you don't see yourself do it.

Distraction (100 CP, Discount Ninja Monkey) - You can direct a target's attention in the direction of your choice. Doesn't last long, especially against a prepared opponent, but is repeatable.

Improvised Explosive (200 CP, Discount Ninja Monkey) - Can cause any projectile to become explosive. Already volatile projectiles become more so. Explosive power is proportional to the size of the projectile.

Flawless Disguise (300 CP, Discount Ninja Monkey) - Disguise yourself as a Bloon, floating along. Strengthens even the most transparent disguises. Doing something out of character can break this effect.

Sabotage Specialty (300 CP, Discount Ninja Monkey) - Know exactly how to induce weaknesses in your opponents, and how to go about sabotaging them, their vehicles, and overall supply structure.

Seamonkey Swag (100 CP, Free Pirate Monkey) - Synergy Skill. Causes your foes to drop loot of the appropriate type for the given world. Stronger foes drop larger amounts of loot. The Synergy Boosts are as follows:

- **Siren Song** - Foes that are facing you drop even more loot.
- **Spare Rope** - Capturing or Immobilizing a foe is enough for them to drop loot.
- **Favored Tide** - Causes loot to be attracted to you, moving towards you, albeit slowly.
- **Raider Specialty** - When capturing a vehicle or location, causes a treasure chest to appear with a relevant amount of treasure or a rare item.

Siren Song (100 CP, Discount Pirate Monkey) - Draws attention of your foes to yourself, and causes some confusion, making them forget why they were attacking you. Lasts for fifteen seconds before fading, barring outside influence, and repeated usage reduces the effectiveness.

Spare Rope (200 CP, Discount Pirate Monkey) - You will always have a spare coil of rope handy, of a length between ten and two hundred feet.

Favored Tide (300 CP, Discount Pirate Monkey) - The elements will move favorably to assist in you moving somewhere. Wind will always be blowing in the direction you need, rocks will fall away to reveal a mountain pass, etc. Only applies to natural elements and doesn't override the effects of active control (an Earth wizard can raise a stone wall to block your path, for instance).

Raider Specialty (300 CP, Discount Pirate Monkey) - You have a 3x boost in power and fighting ability when moving to capture a vehicle or location. Applies to physical power and the power of any abilities related directly to fighting. In addition, you gain a general sense of where you need to go and what you need to do in order to actually capture your target.

Monkey Mysticism (100 CP, Free Wizard Monkey) - Synergy Skill. Aligns your natural energies with one of four elements, granting you an increased awareness of your surroundings influenced by the element (for instance, awareness of heat for Fire, awareness of water sources for Ice, etc.) and intuition about the future in the process. Grants an Elemental Version of each of the Synergized Skills alongside the normal version. The Elements are Fire, Ice, Wind, and Lightning. You can develop spells using your aligned element, but it will drain you of energy to use them, unlike Fiat-backed Perk Spells.

Magic Missile (100 CP, Discount Wizard Monkey) - A basic magical attack that fires three spheres of energy at a target. The spheres move slightly to track the target. Can be cast once every five seconds. The Elemental Versions are as follows:

- Fire - A single large fireball.
- Ice - A set of four sharp icicles.
- Wind - A disk of wind that cuts and knocks backward.
- Lightning - A bolt of lightning that jumps to nearby targets after hitting.

Mystic Aura (200 CP, Discount Wizard Monkey) - Grants a shroud of magical energy. Slightly increases the strength of spells cast, and weakens the effect of magic cast on you. Lasts for three minutes, then must recharge for thirty minutes. The Elemental Versions are as follows:

- Fire - An aura of heat that burns what enters and knocks projectiles upward
- Ice - A chilling aura that slows down anything that enters.
- Wind - A spiralling wind that knocks aside anything that enters.
- Lightning - A crackling static barrier that discharges all at once when something enters.

Curse Of The Monkey (300 CP, Discount Wizard Monkey) - Lays a powerful curse on the target, causing them to go wild, losing all higher levels of thought. Transmits to any nearby (except you) over the course of the next ten minutes. All versions of the curse end at the same time. The curse can only be cast once every six hours. The Elemental Versions are as follows:

- Fire - A burning flame erupts on the target, burning inward through any armor they possess.

- Ice - A sheet of ice coats the target, binding them in place but also providing some protection from attack.
- Wind - Pulls air out of the target, causing them to deflate and fall to the ground. Causes suffocation in most people.
- Lightning - Causes a powerful static force to pull those afflicted by the curse together. Inhibits movement.

Magical Ally (300 CP, Discount Wizard Monkey) - Summons a magic monkey flying on a cloud. The monkey wields a staff which can extend, and which can fire a Magic Missile sphere out of it every two seconds. The monkey will assist you for twenty minutes before leaving. Can only be summoned once per day. The Elemental Versions are as follows:

- Fire - A powerful phoenix that causes waves of fire while flapping that ignites enemies and heal allies. Can unleash a powerful explosion of this fire once before dispelling. Will assist for twenty minutes, and can be summoned once per day.
- Ice - A small dragon that breaths out waves of ice, coating anything that it breaths on. Can manipulate and reshape the ice it creates to a degree. Will assist for twenty minutes, and can be summoned once per day.
- Wind - A hungry tornado that sucks up enemies and cuts them up with blades of wind. Can spawn up to three smaller tornados (5 feet tall max.), which are non-intelligent but still tornados. Will assist for twenty minutes, and can be summoned once per day.
- Lightning - A unicorn with a crackling horn that spits out lightning bolts. Can also create a barrier that will absorb energy, but cannot move or fight while doing so. Will assist for twenty minutes, and can be summoned once per day.

Coconut Tech (100 CP, Free Monkey Engineer) - Synergy Skill. You are extremely intelligent, with such a great understanding of technology that you can supplement inferior parts for better parts as needed. The worse the substituted part is, the shorter it will last, but it will function perfectly while the part is inserted. Using vines, wood, and coconuts to replace wires, sheet metal, and batteries is not out of the question. With each building skill gained, you gain the ability to insta-craft a crude version of that building out of thin air. The Synergy Boosts are as follows:

- **Trap Layer** - Bamboo Spike Trap. A thinly-buried trap which stabs three-foot bamboo spikes straight up when a shadow moves across it. Good for a single use, then breaks down.
- **Sentry Builder** - Coconut Tack Thrower. A large coconut set on a swiveling stand of branches. Fires small darts made of thorns out of the holes in the coconut at anything nearby. Lasts for ten minutes of activity before breaking down.
- **Fort Raiser** - Bark Barricade. A fortified wooden wall, twenty feet wide by six feet tall, with wood spikes along the top. Will last for eight hours before breaking down, if not attacked.
- **Tower Maker** - Wooden Stand Tower. An elevated platform surrounded by a thin rail. Provides a 10% accuracy boost to ranged attacks for those on top of it. Lasts for four hours before breaking down.

Trap Layer (100 CP, Discount Monkey Engineer) - You can not only build a wide variety of traps, and trapping supplies, but you also have an excellent mind for putting them in play. You can identify potential choke points or ambush areas, and set them up accordingly. Glue, Nets, Pits, Spikes, and more are all among the types of traps that you can build.

Sentry Builder (200 CP, Discount Monkey Engineer) - You can build robotic sentry towers, which are able of identifying targets and firing on their own, though they aren't that bright. Can select between Tacks, Blades, Flamethrowers, Glue, and other ammunition, and may even equip specific weapons onto the tower. Can select firing rates of single direction or omni-directional.

Fort Raiser (200 CP, Discount Monkey Engineer) - You are good at fortifying single locations. You can create walls and barriers that are sturdy and strong, and can identify avenues of approach that enemies are likely to take. You are also good at making things last. All items you create have an effective lifetime that is 25% longer than it would be otherwise. Can integrate Traps, Sentries, and Towers from the other Builder Perks directly into the walls you make as well, improving defense and increasing the life of your creations.

Tower Maker (300 CP, Discount Monkey Engineer) - You can make Towers! Structures designed around amplifying the abilities of those standing on top of them, allowing them to project force across a wide-area. Someone in one of your towers will find their range of attack increased slightly, and one purpose-built for them will increase it even more, in addition to specific boosts related to their abilities.

Lead Skin (200 CP, Bloon Only) - You have a layer of lead over yourself. You're a bit slower, but much better protected from getting popped. Gives your skin the protective properties of lead after this Jump.

Camo Pattern (200 CP, Bloon Only) - You have a camo pattern on your outermost layer. This layer renders you effectively invisible to conventional sight. Other methods of detection may still find you. Gives you a toggleable invisibility effect after this Jump.

Heart Shape (200 CP, Bloon Only) - You are shaped like a heart and will regenerate from damage. Gives enhanced regeneration when not taking damage after this Jump.

ITEMS

Items discount to half price. This only applies to the initial price. Upgrades cost the same amount whether regular, discounted, or free.

Note that some of these items may be available in the world at large, but they will doubtless be of lower quality and won't be replaced if they eventually break.

-Starters-

Infini-Dart Pouch (100 CP, Free Dart Monkey) - An ordinary dart in a leather pouch. Whenever the dart is lost, hits its target, or is destroyed, it reappears within the pouch. Don't lose the pouch.

- **Triple Dart Upgrade (50 CP)** - The pouch now has three darts in it instead of one.
- **Homing Dart Upgrade (50 CP)** - The darts will curve in midair to hit the target. Might hit the wrong target if your aim is off.

DRT-110 Sniper Rifle (100 CP, Free Soldier Monkey) - A dart-firing sniper rifle. The loading system uses Infini-Darts, so you'll never run out of ammo, but it takes 15 seconds to reload after firing, so try to keep your distance.

- **Semi-Auto Upgrade (50 CP)** - The rifle's loading system has now been upgraded, allowing you to fire darts every 5 seconds, or three darts in a single burst. Using the burst reduces you to the original 15 second reload time before the three darts reload..
- **Rocket Dart Upgrade (50 CP)** - Each dart now has a small rocket in the back, giving it extra speed and oomph, and causing a small explosion on impact. Can be toggled off if desired.

Shuri-Scroll (100 CP, Free Ninja Monkey) - A scroll that uses secret ninja techniques to store Shuriken. The Shuriken return to the scroll after hitting the target, or after they have been lost or destroyed. Three shuriken are held in the scroll at once.

- **Extra Blades Upgrade (50 CP)** - Doubles the number of shuriken in the scroll to six.
- **Seeking Shuriken Upgrade (50 CP)** - The shuriken will now curve and chase after targets, tearing into them before moving on to the next.

Grape Shot Pistol (100 CP, Free Pirate Monkey) - An old-fashioned pistol that fires very, very sour grapes. No-one knows where they come from, but they sometimes jam, and force the pistol to be cleaned out before reusing. Comes with a cleaning kit that can clean it up in around five seconds.

- **Bunch Blaster Upgrade (50 CP)** - A wider barrel allows for a clump of three to four grapes to be fired at once. May fly off on diagonal angles.

- **Slow Jam Upgrade (50 CP)** - The gun won't jam as often, and the grapes explode on impact, leaving a lot more residue behind which is much stickier, slowing down those hit.

Sparkly Wand (100 CP, Free Wizard Monkey) - A simple wand with a shiny gold banana on top. Can fire out bright sparks of magic, which can be boosted by adding a bit of internal magical power.

- **Channeling Upgrade (50 CP)** - Different forms of magic can be channeled through the wand, giving the spark different properties.
- **Sparkle Beam Upgrade (50 CP)** - The wand now can fire a beam of sparkling energy, which can do constant, low-level damage.

Monkey Tool (100 CP, Free Monkey Engineer) - A powerful multi tool, with unfoldable attachments to manipulate any screw or sprocket. Has a hefty hammer head on one end as well.

- **Diagnostic Upgrade (50 CP)** - New attachments allow you to scan items, learning what they are made of, how damaged they are, and other information.
- **Fabrication Upgrade (50 CP)** - New attachments are designed for shaping materials into new shapes, bending, cutting, welding, and more.

Sweet Cape (100 CP, Free Super Monkey) - A really cool looking cape in your favorite color.

- **Color Changer Upgrade (50 CP)** - Can change colors into any color you want.
- **Projectile Reflect Upgrade (50 CP)** - Gains a bit of utility, as most projectiles now bounce off of it.

Inflator Kit (100 CP, Free Bloon) - Oh, look, an Inflator Kit. Just what someone who happened to be a Bloon might need. Includes patches and an inflater to help keep a Bloon intact.

- **Backup Bloon Upgrade (100 CP)** - A deflated, ordinary Bloon. If inflated, it will be loyal to you, and will float around... Secretly, if one happened to be a Bloon and had one of these floating around, when they popped, they would wake up in the Backup Bloon Body. When the Backup Bloon pops (or is used as a backup body), a new one will appear in the kit in two week's time.

-Weapons-

Boomerang (100 CP) - A handy curved weapon, that will always return right to your hand. Smells faintly of bananas.

- **Sonic Spin Upgrade (50 CP)** - When thrown, a shockwave of air forms around the boomerang, knocking away enemies.
- **Red Hot Rang Upgrade (50 CP)** - When thrown, the boomerang heats up red hot, burning through whatever it happens to slice into.

Glaives (200 CP) - A set of two glaive disks, each roughly the size of a large dinner plate, which can be devastating to your enemies if thrown properly. If thrown improperly, they will mainly be devastating to your thumbs.

- **Ricochet Upgrade (100 CP)** - The glaives will now bounce off surfaces like rubber, with their trajectories bringing them towards enemies more often than not.
- **Idle Orbit Upgrade (100 CP)** - The glaives can be set to orbit slowly in the air around you, while spinning. They might not do much damage, but they should get any Bloons that get too close to back off.

Glue Gun (200 CP) - An advanced gun, designed to fire large globs of super-sticky glue to bind Bloons in place. The gun can hold glue for up to twenty shots, and regenerates glue over time.

- **Corrosive Glue Upgrade (100 CP)** - The glue that the gun fires is now highly corrosive, burning away at whatever gets caught in it.
- **Glue Hose Upgrade (100 CP)** - A nozzle and hose have been attached to the gun, allowing for a stream of glue to be fired out, rather than small globs.

Monkey Cannon (200 CP) - A large wheeled iron cannon, capable of firing large bombs every thirty seconds, which do a lot of damage.

- **Frag Bomb Upgrade (100 CP)** - The bomb now explodes and releases several smaller bombs, which fly out and explode as well.
- **Circus Monkey Upgrade (100 CP)** - The cannon can now be set to “safely” fire Monkeys, for when you need to get somewhere quick, or when you need to get some airborne firepower.

Bloonchipper (200 CP) - A complex Bloon-mulching device, which sucks up anything in front of its intake.

- **Vortex Funnel Upgrade (100 CP)** - The opening is now much wider, and creates a visible whirlwind while sucking in anything in front of it.
- **Processor Attachment Upgrade (100 CP)** - A small attachment on the side now delivers blocks of processed material, just as plastic or dirt, from whatever was sucked up.

Burny Stuff (300 CP) - A large canister full of a variant of Napalm. Can burn just about anything when dumped out. Comes with small spheres that can be filled with Burny Stuff and thrown. The canister refills once a week.

- **Rocket Assisted Delivery System Upgrade (100 CP)** - The RAD System is a missile firing device that attaches to the top of the canister, fills the rocket with Burny Stuff, then launches it at whatever target you point it at. Rockets reappear every twenty seconds.
- **Superfluid Upgrade (100 CP)** - Burny Stuff now behaves oddly, oozing up surfaces, clumping up before exploding outwards, and generally being even harder to put out than before.

Spike-O-Pult (300 CP) - A wheeled catapult, loaded with a large spiked ball. The ball reappears in the catapult three minutes after firing, or whenever the catapult is reset, whichever comes later.

- **Spiked Mine Upgrade (150 CP)** - The spiked ball now detonates on impact, launching spikes across the field. With the Juggernaut, it launches the spikes as it rolls.
- **Juggernaut Upgrade (150 CP)** - The spiked ball moves faster, gaining speed after launch, and tears through anything in its path.

Missile Launcher (300 CP) - A missile launcher platform. Can be taken down and transported, but not easily. Holds a single large missile, which reloads 10 seconds after being fired.

- **On Wheels Upgrade (150 CP)** - The platform is now wheel mounted, and can be maneuvered around.
- **Anti-MOAB Upgrade (150 CP)** - The missile is now programmed specifically to take advantage of a MOAB's weaknesses. If you know how, you could program other enemy's weaknesses into the missile, and take them out.

Dartling Gun (300 CP) - A two-handed gatling gun, capable of firing dozens of darts per minute. Uses the Infini-Dart system to reload.

- **Depleted Bloontonium Upgrade (200 CP)** - Incredibly hard dart heads give each dart insane levels of penetrating power, punching through most armor.
- **Hydra Rockets Upgrade (200 CP)** - Each dart now has a small rocket engine on the back, and limited course-correcting capability.

Laser Cannon (400 CP) - A laser cannon based on research into the eye-beams of the Super Monkeys. Can fire for five minutes before needing a break for a minute or two to avoid overheating.

- **Focusing Array Upgrade (250 CP)** - Excess heat is now channeled and focused back into the laser, slightly increasing the power and removing the need for a break.
- **Ray Of Doom Upgrade (250 CP)** - Ancient technology transforms the laser into a beam of corrosive plasma that can burn through virtually anything.

-Gear-

Headband (100 CP, Discount Dart Monkey) - A stylish and sporty headband.

- **Eye Spy Upgrade (50 CP)** - The headband shades the eyes and helps improve eyesight.
- **Athlete Upgrade (50 CP)** - The headband makes you feel energetic and improves athleticism.

Night Vision Goggles (100 CP, Discount Soldier Monkey) - A set of night-vision goggles, which allow you to see at night.

- **Target Assist Upgrade (50 CP)** - Special programs now add a targeting assist dot in your view, showing you what you are aiming at.
- **Power Filter Upgrade (50 CP)** - The goggles help to filter out any harmful light or energy from your eyes. Increases resistance to any powers that operate through eye contact.

Ninja Mask (100 CP, Discount Ninja Monkey) - A semi-traditional ninja mask, done up in a stylish red.

- **Poker Face Upgrade (50 CP)** - Any unconscious tells and signals are suppressed, rendering you difficult to read.
- **Easy Breathing Upgrade (50 CP)** - The mask filters out harmful toxins and gases from the air.

Pirate Hat (100 CP, Discount Pirate Monkey) - A tricorn hat worthy of a pirate captain.

- **Swashing Buckles Upgrade (50 CP)** - The hat gives you a boost of charisma. Makes people more likely to like you.
- **Scurvy Dog Upgrade (50 CP)** - Makes you tougher and more resistant to disease.

Monkey Totem (200 CP, Discount Wizard Monkey) - A mystical looking status of a monkey holding a gemstone. Makes magic easier to cast and cost less for the one it is bonded to, when they are nearby.

- **Insta-Recall Upgrade (100 CP)** - Allows for the owner to use a fairly large chunk of magic to teleport back to the Totem, no matter how far apart they are separated.
- **Magic Dome Upgrade (100 CP)** - Allows the owner to create a dome around them and the totem, that resists all intrusion. Very draining to maintain.

Pile-o-Parts (200 CP, Discount Monkey Engineer) - A small cart, full of pieces of scrap metal and broken circuits. The pile refills itself over time, going from empty to full over the course of four days.

- **Hidden Value Upgrade (100 CP)** - Very rare and valuable pieces of machinery or material will show up in the pile.
- **Mount Junk Upgrade (100 CP)** - The cart is now three times bigger, with an appropriately larger pile of scrap on top of it.

Jungle Drum (200 CP) - A set of drums that, when beat on, give all allies within earshot courage and a boost of strength and speed.

- **Pushback Upgrade (100 CP)** - While the drums are played, enemies are pushed away from them.
- **Coconut Speaker Upgrade (100 CP)** - A crude speaker system attached to the drums broadcasts the sound over a much wider area.

Sun God's Mask (400 CP) - A shiny golden mask, representing the mighty god of the sun. When worn, it can gather and unleash a beam of sunlight capable of carving through solid

metal. Takes four seconds to charge up an one second burst. Can hold a minute of charge indefinitely.

- **Reflected Moonlight Upgrade (200 CP)** - The mask can now be used by the light of the moon, taking three times as long to charge up.
- **Magnification Upgrade (200 CP)** - The beam can be varied, making it wide while cutting down the range, or narrowing it down to an extremely long-range piercing beam.

Dark Temple Idol (500 CP) - A blood crusted statue, found in a forgotten temple. It whispers in the minds of those nearby. When a primate dies nearby, the one holding the statue gains a copy of some of the powers of the dead primate.

- **Blood Sacrifice Upgrade (250 CP)** - Blood being spilled on the statue can provide a temporary copy of powers possessed by the owner of the blood.
- **Shared Sacrifice Upgrade (250 CP)** - The copy of the gift can now be split and shared between up to four others. The copies are appropriately weaker.

-Vehicle-

Bloon Harness (150 CP) - A series of leather straps, attached to three tame Bloons. Allows for a Monkey to take back the skies.

- **Fan Upgrade (50 CP)** - A small fan is attached to the harness, allowing for the contraption to be steered.
- **Parachute Upgrade (50 CP)** - A parachute will deploy if the wearer starts falling out of the sky.

Biplane (200 CP, Discount Soldier Monkey) - A fairly impressive biplane, with a two forward facing Dart Guns, and a gunnery turret with an aimed Dart Gun in the rear.

- **Targeting Computer Upgrade (100 CP)** - The Dart Guns now have targeting assistance, allowing the darts to chase down targets.
- **Bloon-dar Upgrade (100 CP)** - An installed Bloon-dar system gives a full overview of the surrounding area.

Firework Cart (200 CP, Discount Ninja Monkey) - A large hand drawn cart, stuffed with firework missiles, which will explode on impact.

- **Sparkler Jet Upgrade (100 CP)** - A pair of jets can be activated on the back, when the cart needs to move fast. Just be careful the fireworks don't get ignited.
- **Big Finale Upgrade (100 CP)** - A massive firework nestled in the middle of the cart. Powerful enough to take down a MOAB if aimed properly.

Sailboat (200 CP, Discount Pirate Monkey) - A simple boat, with a large sail and a pair of harpoon launchers with Infini-Dart technology in them.

- **Big Ol' Cannon Upgrade (100 CP)** - A massive cannon now sits on the deck, roughly equivalent to the basic Monkey Cannon.
- **Crow's Nest Upgrade (100 CP)** - A lookout post is attached to the top of the sail. Anyone standing in it will have their perception sharpened several times over.

Submarine (200 CP) - A large metal submarine, with some barbed dart launchers on the front of the hull.

- **Intel Radar Upgrade (100 CP)** - A powerful radar array allows for battlefield overview.
- **First Strike Missile Upgrade (100 CP)** - A large missile, set in the top of the sub. Can be fired anywhere the sub can detect.

Captured MOAB (300 CP) - A massive blimp, captured and repainted with Monkey Faces. Possibly sentient, though there is no definitive proof.

- **Popping Bloon Upgrade (150 CP)** - Can release a cloud of suicide Bloons, which will float towards the enemy, and pop, releasing a small burst of darts from inside.
- **Spike Dropper Upgrade (150 CP)** - Can release a rain of sharp spikes on the ground immediately below.

Chimp-Ook Helicopter (300 CP) - A mobile green helicopter, with a pair of mounted dart guns along either side and a pair mounted below.

- **Razor Wind Upgrade (150 CP)** - The blades now cut through the air, reducing turbulence on you, and creating cutting winds that attack anything near the helicopter.
- **Auto-Pilot Upgrade (150 CP)** - A simple computer system that can move the helicopter in specific pre-programmed patterns, or in pursuit of a specific target, allowing you to man the guns.

Jungle Tank (300 CP) - A heavily armored tank, with a large lance-firing barrel.

- **Climbing Tread Upgrade (150 CP)** - Refitted treads allow for the Tank to move over any terrain, even up effectively vertical faces.
- **Tri-Barrel Upgrade (150 CP)** - Three barrels allow for three lances to be fired at once.

Aircraft Carrier (400 CP) - A massive ship, large enough to host three biplanes on its deck. Comes with four in-built cannons, two on each side.

- **Drone Upgrade (200 CP)** - A complement of Pineapple Drones is on the deck, able to be flown and exploded into the enemy lines. Regenerate after a day.
- **Scrambled Fighters Upgrade (200 CP)** - Any flying craft based on the Aircraft Carrier gets a dramatic boost in airspeed and firing rate.

Spectre (400 CP) - A large, stealth coated bomber, with a pair of large missile launchers firing explosive rockets at a rate of two every fifteen seconds.

- **Ground Zero Upgrade (200 CP)** - A massive bomb sits in the bay of the plane. When dropped, unleashes a massive explosion. Regenerates five days later.

- **Dart Storm Upgrade (200 CP)** - Ten dart launchers along the sides of the plane unleash hordes of darts every five seconds.

LOCATION

Roll 1d8 to select a location, or spend 50 CP to choose for yourself.

Peaceful Meadow - A peaceful meadow, full of flowers, with a gentle brook flowing through it. Maybe one or two Bloons float nearby, easily dealt with.

Jungle Track - A faded trail through a dense jungle. A handful of Bloons float between the trees.

Scorching Desert - A vast empty desert of sand, with a few scraggly bushes here and there. A dozen Bloons float within sight over the wastes.

Rafting River - A lazily floating river, flowing past rocky banks, with the occasional stretch of rapids. Numerous Bloons float above.

Mountain Peaks - Towering mountain cliffs stretch above a narrow ledge, lightly coated with snow. A couple dozen Bloons float above the mountainside.

Volcanic Pit - A thin ring of stone, overlooking a bubbling pit of lava, with thick wall rising upwards. Dozens of Bloons float in the heated updrafts.

Bloon Field - A fairly flat grassy field. Hundreds of Bloons are clustered overhead.

Throw-A-Dart And Pick - You decide, or make up your own location.

DRAWBACKS

You may only select up 600 CP worth of Drawbacks. This limit does not include Drawbacks required by your Origin, as you do not gain CP from those.

+100 CP

Badge of Courage - Required for Solder Monkey. You are needed on the front lines. You are expected to be out there, fighting the Bloons. If you avoid fighting, or run away from battle, you will be branded a coward and shunned by all Monkeys.

Ascetic Vow - Required for Ninja Monkey. You have taken a vow to never eat bananas. If you do, your skills and abilities will diminish.

Sealegs - Required for Pirate Monkey. Your legs are adapted to sea life and the rolling waves. When on land, you stumble and sway drunkenly.

Nightmares of the Past - Required for Wizard Monkey. You have nightmares from your past, such as from horrors viewed during your wizard training. At least once a month, you will have a horrifying nightmare about something in your past, which will keep you from sleeping and will haunt your waking moments for some time afterward.

Social Barriers - Required for Monkey Engineer. You don't quite understand how social relationships work. It just seems like you can't connect with those around you, including Companions.

+200 CP

M.I.B. Watchlist - The Monkey Intelligence Bureau has labeled you as a potential threat. Any dealings with monkey governments will be difficult, and you might have monkeys in suits show up to try and whisk you away to a prison or lab somewhere.

Dart Magnet - Pointy objects like you. You seem to always be the target for friendly fire, and no matter how tough you are, the darts always manage to slip past your guard and cause damage.

Fickle Winds - The winds blow strangely. Bloons will move unpredictably, and your projectiles will often be blown off course. If you use Wind Magic or other air manipulation, it will often fly out of your control.

Funky Monkey - There is something odd about you. Something about your mannerisms just doesn't seem right, and monkeys are less inclined to trust you because of it. Other Monkeys will avoid you. Also, you stink, and no amount of soap will fix it.

Gone Bananas! - There is a banana shortage in the area, and it is causing the local monkeys to go crazy. They have begun attacking each other as well as the Bloons, and they will likely attack you.

+300 CP

Doom Bloon - A massive Bloon, even bigger than a ZOMG, is targeting you. It is coming to attack you with a massive swarm of Bloons behind it. It will follow you wherever you go, and no other force on the planet can beat it. It is in your hands.

Camo Counter-Countermeasures - Where are the Bloons? All Bloons are invisible, and what's more, some of them are so stealthy that they are able to slip past regular Camo countermeasures. You'll have to be very on guard to find those Bloons.

Terracotta Bloon Army - Ceramic Bloons are incredibly common, with one out of every five Bloons coated in armor, and full of smaller bloons just waiting to pop out.

Bloons vs. Zombies - Or rather, Bloons Plus Zombies. Not only are Bloons attacking, but Zombie Monkeys are also starting to pop out of the woodwork. You'll face attacks on two fronts.

Bottom Of The Monkey Barrel - All the other Monkeys are dumb. Literally, they are no more intelligent than real-world Monkeys, and certainly aren't capable of fighting off Bloons. It is up to you to save the world.

END OF JUMP

You made it! You managed to survive ten years of Bloon warfare. You now have a choice. You can:

- Stay Here. You've gotten used to the fighting, and maybe you've found a nice monkey you want to settle down with. You can keep fighting Bloons until there are no more to fight.
- Go Home. All this popping has left you exhausted, and you are ready to return to your world.
- Move On. You aren't done yet. You will continue onward and advance through to the next Jump.

Whatever you decide, you can keep all powers and items that you have gained, even if you switch back to human form. You can also return to your Monkey form, any time you like. The Drawbacks will no longer affect you or the world around you.