

Brave

v1.0

by Negative-Tangerine

Welcome to a world of magic, scotsman, and bears.
Which one are you? You're the bear aren't you?

And take **1000 Choice Points** to help you survive.

Starting Location

Roll a d4 to determine where you start. Otherwise pay **50 CP** to choose your Starting Location.

- 1. Merida's Castle :** Do you live here, are you passing through, or did you come to win Merida's hand in marriage?
- 2. Witches Hut :** Hope you have a reason to be here, and don't plan on bothering an old lady that can curse your ass.
- 3. Mor'du Den :** You should really get out of here before you run into Mor'du. He is not very welcoming to guests, in fact he is a downright bear to be around.
- 4. Free Pick.**

Age and Gender

Ages are 14+1d6 or 20+1d8 and gender is whatever you were previously. It is 50cp to choose your own age or gender.

Origins

Any origin can be a Drop In.

Scotsman (0): You are a Scotsman, and this means you have skill in arms and hopefully can prove yourself during your stay here. **You are a normal human, enjoy.**

Magic Animal (0): You have been cursed into the form of an animal, hopefully you can find a way back to being human, if not you will stay a animal forever. **You can choose your animal form from any mundane animal that can be found during this time, might I suggest a bear.**

Magic User (100): You have skill and knowledge on the magic arts, you can animate the inanimate and curse people to spend their time as animals. **While not a powerhouse of magic you specialize in granting boons to others and utilizing everyday magic for simple effects.**

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Scotsman

Survival Skills (100): You have experience in the wild and can survive on what you can find in your environment whether it is finding water, edible berries, or tracking game animals. **This grants you the ability to traverse the wild without issue and hunt for food and drinkable water.**

Weapons Skills (200): Thanks to years of hard practice and practical experience in the wild you have skills with a sword and are an expert marksman with your bow. You gain a nearly flawless skill in ranged weapons and can instinctively calculate your shot.

Might Makes Right (400): You have the ability to convince those around you to go with your ideas if you can beat them in a contest of your choosing, if you can beat your opponent then you can impose your will upon those around you to get what you want within reason, if you push too far you risk them turning on you if you don't have the might to back it up.

Royalty (600): You have a royal background, whether you are part of Merida's family or another of her suitors, or the head of your own clan if you have the properties to back that claim up, you have family here with power and backing to qualify you to a high station. **In future jumps you can either attach your origin and yourself to a royal family or another with high station.**

Magic Animal

Animal Instincts (100): You have heightened senses on par with any wild animal, no matter the form you are in. **In inorganic or robotic forms this translates to hardware and sensor upgrade to provide the same effect.**

Primal Weapons (200): You are now red in tooth and claw, you are equipped with inbuilt weapons no matter your form. You have strengthened and retractable claws that take the form of transforming nail to claw at will when not in an appropriate animal form, and your teeth and jaw can now bite deep and hard tearing through your prey without issue. **The strength of both could tear through plate steel without issue at minimum with a normal human level of strength but scale further with your form's natural strength.**

Grecian Pelt (400): Are you related to the Nemean Lion because you have a nearly impervious pelt, it would require magically enhanced weapons or attacks to your unprotected areas to break through your defences with an edged weapon. Though like the Nemean Lion or Luke Cage it

doesn't do much against blunt force trauma and strangulation as you need air and your still squishy flesh and organs on the inside.

Curse? What Curse? (600): Oh, this isn't a curse for you but a blessing? Well you were lucky, the witch who cursed you apparently either did a half-assed job or was being kind as you are not stuck in this form but instead can change back and forth at will. **This grants you your animal form as an at-will transformation back and form from your in-jump form for which this jump is a human. Those with the Magic animal form gain one with this perk.**

Magic User

Handy Hands (100): You have skill in carving and the physical arts, able to create detailed works of art with limited and rudimentary tools, add in a little magic and who knows how far you can go.

Everyday Magic (200): You have skill in applying small amounts of magic and other energies into everything you do to enhance your actions and increase the quality of your work. How this is expressed changes with intent and effort, sometimes it means that your work quality improves, sometimes the object created can repair minor damage, and sometimes it simply projects an aura of comfort and relaxation. **These effects will tend towards the good side of magic and unless forced will not grant negative effects by itself.**

Item Enchantment (400): While a bit of energy and concentration you can grant levitation and limited animalistic sentience onto objects, be warned though they can turn on you if you mistreat them or others around them.

Pixar Magic (600): You can grant boons in exchange for offerings or trades where the strength of the boon depends on the personal value or significance to the offered item to the giver, and curse those who cross you with animal forms.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. Origins get their 100cp item for free and the rest are discounted to 50%. Building complexes will be placed near your starting location in-jump for your stay and will be attached to your warehouse after this jump is complete, they can then be imported into future jumps as desired.

Scotsman

The Tartan (100 / Free for Scotsman): You have a full set of clothes done in your own Tartan pattern including a proper kilt. You may design your own Tartan pattern and colors to represent you and yours as a jumper.

Trusty Bow and Quiver (100): Your trusty bow, able to shoot farther and truer than it should for its simple wooden construction and guaranteed to never break or snap no matter how much it goes through. It comes with a matching quiver decorated in your personal Tartan if you have one. This quiver will never run dry of arrows no matter how many you draw and can generate new types as long as one arrow is placed in it for it to copy from.

Horse (200): A trusty and intelligent horse of your choice in look that will never run away in fear and has such impeccable ability in traversing terrain that you would think it was part goat. It also has near human intelligence and ability to follow spoken commands.

Scottish Castle (400): You get your own Scottish castle and surrounding land, do what you want with it. Turn it into a 24/7 rave castle, create a magic school, or just use it as a vacation home, it is up to you what you do with it.

Magic Animal

Dovahkiin Helmet (100): How did you get this? Oh well meme it up my good bear. This gives you a copy of the iconic horned helmet of the Dovahkiin, it will fit any form you take and is made from quality iron and will never wear down of rust, any damage it takes will repair over time.

Honey Bar (200): You have a summonable wooden long table filled with neverending honey based treats, drinks, and food.

Den of Plenty (400): This den hidden deep in the woods has a stream nearby that is always full of fish and bushes always filled with tasty berries. **This cave is a safe haven in a world filled with dangers as it is hidden from hunters and those that would pursue you.**

Magic User

Simple Carving Tools (100): You have a roll of simple carving tools that never wear down and conduct magic and other forms of energy exceptionally well, allowing for the ease of placing minor enchantments and enhancements onto things during the creation process.

Spell Cake (200): The Spell Cake is a magical spell that takes the form of a small pastry. It has the ability to change one's fate if consumed. **What this means in your journey is up to you, but it generally works to bring about an immediate goal or desire to fruition when consumed.**

Magic Hut (400): You have a magic hut hidden deep within the first that actively guides people searching for you away itself. Furnished with basic amenities and furnishing this hut while simple on the outside has a larger interior than its outside would suggest.

Companions

Companion Import (50-200): Import a single companion into any origin and race for 50cp each or eight for 200cp. Each gains 600 CP to spend.

Canon Companion (100): So you want to take any other existing character from this world. Well then this option is for you.

Magic Animal (Free for Scotsman Origin): You can create a new companion with the Magic Animal origin with 800 CP to spend. **If taken with the Curse? What Curse? perk then they have a human form as well.**

Scottish Princess / Prince (Free for Magic Animal Origin): You can create a new companion with the Scotsman origin with 800 CP to spend. **Not necessarily a princess or prince unless they take the Royalty perk.**

Drawbacks

Self-Insert (+0): Do you want to be an Ogre? A Princess? A Prince? A Donkey? A Farquaad? Well now you can. Buy their background and you can take the place of one of the main characters.

The Pixar Timeline (+0): This jump is now in continuity with every other Pixar movie that has been made, whether as a future, past, or alternate dimension they are all connected.

Another Suitor (+0 / Requires the Royal Perk): Well now, apparently there is a new addn to the suitor line-up, hopefully you can impress the girl during your stay here. **How this works if you took the Magic Animal origin is up to you. Mutually exclusive with the 'You are just a Bear' drawback unless you can justify Merida getting engaged or married to a mundane animal, have fun justifying that if you can't pull an Ursine.**

Extended Stay (+100): For each purchase of this your time here is extended 10 years.

Mute (+100): No matter your origin you can no longer talk, if you're a **Scotsman** or **Magic User** then you are mute, if you're a **Magic Animal** then you can only make animal noises..

You are just a Child (200): You are a young child, whether you are a young animal or a human child it matters not, if a young animal you will have a harder time surviving in the wild alone, and as a young human you will have to deal with adults trying to watch over you and keep you safe.

You are just a Bear (400): You are stuck in the form of a mundane animal for the duration of your stay, you will keep this body as an alt-form after the jump is done.

Power Loss (+600): You have none of your perks, powers, items, or warehouse for the duration of your time here.

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time here that much huh. Well have fun staying in this world of magic and Scotsmen.

Continue: On you go then, take your purchase, companions (voluntary or otherwise) and get onto your next conquest.

Notes

Suggested Jump Pairing - Generic Bears by Ursine the Mad Bear

Updates

V1.0 - Jump Doc created.