

Generic Sugar Bowl CYOA (Jumpchain-Compliant!)

Welcome to the Sugar Bowl! It's a nice, peaceful place, full of happy people and sweet scenery! Granted, there are a few issues sometimes, but they're usually taken care of easily enough. I've gotten word you'll be spending ten years here, so I've got a few warnings for ya before you go in. One, there are some scary things out there. I'd recommend you not make any deals with them. Also, you'd be surprised how impressionable some of the folk 'round here can get. I'd be careful about showin' them all o' that fighting you usually do... 'specially since you've got different conditions for losing. I wouldn't worry too much 'bout getting hurt badly, but if the Stone of Dreams, that magical stone at the center of your Location, breaks, or the collective psyche becomes corrupted, violent, and selfish enough to make it stop working, it's game over. Finally, don't expect to get up to any indecent shenanigans or speech here – there are children watching! Here, you'll need these:

+1000 CP

Now go on, and good luck!

Section 1: Location

Roll 1d8 for location or pay 50 CP to choose for yourself.

1 – Arcadia – This rural area is home to hardy, but simple and hospitable folk. It's an easy enough place to get by in!

2 – Candyland – This place is so sweet, you could eat it – literally! If anything, it's everything the rest of this world is, but more!

3 – Mushroom Forest – Home to a group of little folk and a babbling brook, this forest provides for all of its creatures.

4 – Whispering Woods – These trees are a bit... scarier. You see, there's a bitter old wizard living there, and he doesn't like company very much. There are, however, some magical ingredients to find here.

5 – Snowberry Valley – While the area is cold, it's a pleasant, fun-in-the-snow sort of cold! Expect little igloos and talking snowmen here!

6 – Strawberry Town – A small suburban town where everyone knows everyone, and there's all kinds of fun things to do!

7 – Riverbank – Of course there'd be a little fishing town on a river as wide as this! They've got great scenery, and the river makes it easy to travel!

8 – Free Pick – Lucky you, you can choose any of the above locations for free!

Section 2: Identity

There's a few different ways you can go here, but you'll either keep your existing gender or pay 50 CP to decide both that and your age (within the rollable range, of course).

Drop-In [Free] – Just coming in as you are? Well, that's fine! Just roll 1d8+10 for age and you're good to go!

Local [Free] – Ah, joining the populace, are we? You'll note the impulses towards caring and kindness – that's just how the folks around here are. Roll 1d8+10 for age and you'll be fine!

Cute Critter [50 CP] – Who's da cutest widdle (or big) thing? You are! Yes you are! Roll 1d4+2 for age and get ready to find yourself within the care of one of the locals! Don't worry, you've still got all your wits.

Sympathetic Villain [100 CP] – Are... are you sure? I can see why the magical power would be tempting and all, but selfishness and greed don't tend to go very far around these parts. Then again, you're mostly harmless... right? Roll 1d8+25 for age.

Section 3: Skills and Abilities

[Discount X] means that a skill is only half-price for the stated Identity.

What I Had To Do [100 CP, Free Drop-In] – You're not exactly just like most folks around here – you've got the stomach for a lot of things they can't bring themselves to do. With that in mind, your more... unorthodox solutions are more easily forgiven.

We Can Get Along [100 CP, Free Local] – Most people will slightly like you just after meeting you – at the very least, they'll offer a little hospitality. Of course, by “people,” we mean anyone or anything with a soul, even the cruelest of 'em.

Sweetest Widdle Eyes [100 CP, Free Cute Critter] – If someone ever tries to tussle with you, you can discourage them just by giving a little smile. After all, who would hurt that cute little face?

I'll Be Back! [100 CP, Free Sympathetic Villain] – Well, aren't you persistent? No matter how many times your schemes are foiled, you're always back for another round, if you're still in any condition to do so.

Let's Get Down To Business [200 CP, discount Drop-In] – You're more adept at teaching folks how to protect themselves without sacrificing their ideals, and that's something respectable.

Sharing Is Caring [200 CP, discount Local] – When you share your belongings with someone else, they're at least somewhat more likely to listen to what you have to say.

Who's a Good Kitty? [200 CP, discount Cute Critter] – You are! Yes you are! Or at least that's what everyone believes. Your flubs and foibles are often overlooked because of how cute you are.

Sorcery [200 CP, discount Sympathetic Villain] – It seems you've got a grasp of some arcane forces.

You can do minor things like teleport short distances and whip up a variety of potions (mostly to induce annoying ailments).

Let's Get Going [400 CP, discount Drop-In] – With just an encouraging shout and a wave in your direction, you can lead even the most oblivious out of danger!

Sing The Whole Day Long [400 CP, discount Local] – You're twice as good at any project you undertake, provided you sing the whole way through.

Cuteness Proximity [400 CP, discount Cute Critter] – Honestly, I don't blame folks who have a beef with you starting to get a little distracted once they get close. Heck, within hugging distance, their minds just kinda go blank. Yer just that cute!

Klutzy Curse [400 CP, discount Sympathetic Villain] – You sure you wanna do this? I mean, I can see where being able to remove someone's sense of balance once a day would be useful, but... it's kind of rude.

You Can Have Both, You Know [800 CP, discount Drop-In] – You've got a foot in this world and others, and that means you know how to adapt the devices you've seen throughout these worlds to this one! They'll run cleanly and efficiently, and even look like they fit right in! Almost as if by magic...

Let's Put Our Hearts Together [800 CP, discount Local] – If you can find eight friends who truly want to heal a planet's wounds, you can do so with a little song and dance – once every ten years.

Cuteness Overload [800 CP, discount Cute Critter] – You're just adorable, aren't you? So much so that anyone in their right mind looking you directly in those little eyes of yours is powerless to resist your commands – so long as it's nothing that'd get them hurt. You can also bring them about to the side of good with this – heal any emotional wounds they might have.

Alchemical Formulae [800 CP, discount Sympathetic Villain] – Woah nelly! You could do a lot with this sort of power! Besides being able to make just about any kind of potion you can think of (nothing to make you completely invulnerable, though), you can even make a new living creature, with the right ingredients. You'll need three flowers for its skin, hair, and eye colors (or two coat colors and an eye color), some clay for body, some sugar for energy, some spice for depth of personality, and an ingredient for each personality trait you want them to have, up to eight main ones. Now, this ritual does take a month or two, and you have to hand-pick each ingredient. What's more, you need enough clay to actually sculpt a body of the size you want to make.

Friends Forever [300 CP, incompatible with Sympathetic Villain] – You can import up to eight of your fellow travellers to this world, giving them a Background (besides Sympathetic Villain) and 200 CP to spend.

A Little Help From My Minions [400 CP, Sympathetic Villain only] – You can import up to eight of your fellow travellers to this world, granting them either the Drop-In or Sympathetic Villain Backgrounds, as well as 400 CP to spend.

Anti-Censor [1400 CP, Drop-In Only] – Are you *really* sure you want to take this? You really want to do *those* things and say *those* words? Well, alright, but it'll cost you... and it may cost this world *everything*. I hope you know what you're doing.

Section 4: Items

Discount rules are the same as before!

Sweet Berries [50 CP] – A bag full of sweet berries! They're delicious, and the bag refills every day!

Lucky Charm [100 CP, discount Local] – A horseshoe-shaped amulet that makes you a little bit luckier!

For instance, where you'd find one sweet berry, now you'll find three!

Haunted Stone [100 CP, discount Sympathetic Villain] – A small pebble that contains an evil ghost.

Once a year, on the night of the harvest moon, it will emerge and bring to life the nightmares of the one whose home it is placed in. Why would you want to, though?

Bell Collar [100 CP, discount Cute Critter] – A little bell collar that can snap people out of trances when they hear it. Also goes great with any accessory!

Picture Book Of Secrets [200 CP] – This isn't for revealing secrets – rather, it's for keeping them. If you draw a representation of an event or power in it, it'll be much harder for anyone to figure out what happened or what you can do unless you let them read the book.

Wand of Freezing Hearts [500 CP, discount Sympathetic Villain] – Once a year, you can freeze someone's heart with this and turn them into a mindless thrall. I dunno why you'd want to, but it's a good thing it can be cured with a sincere hug!

Truth Gem [500 CP, discount Local] – When held in front of a person you ask a question to, they can only tell the truth.

Memento Doll [500 CP, discount Drop-In] – If something goes wrong, and a friend of yours seems lost to you forever, simply place this doll atop what's left of them within a day of their untimely fate. They'll be powerless, but conscious, inside the doll until you can somehow find another body for them.

Magic Pot [500 CP, discount Cute Critter] – Have you ever wanted bottomless soup, porridge, or pudding? Well, just tap this pot twice and you'll get it! Tap it twice again to make it stop.

Section 5: Drawbacks

Now, you can get up to +600 CP from these, but don't you want to enjoy your time here? Then again, most of these aren't *that* bad... right?

Tastes Like Diabetes [+100 CP] – Now, I get that you might not be used to being uncontrollably happy day every day, but are you sure this is really a bad thing? I mean, there's a lot I'd give to be laughing no matter what was happening.

Sweet Tooth [+100 CP] – Now, we all like sweets here, but too many are bad for your teeth! ...oh? Oh, you need to eat at least half your weight in sweets every week to survive? Well, there's enough to go around, sure! Sure...

Oooh, Pretty! [+100 CP] – Well, now! It's fine, appreciating the beauty in this world, but you really should pay attention!

Graceless [+200 CP] – Woah, be careful! Those plates are fragile – don't slip on that puddle behind you. Wait, no, not the left ei- ...well. At least we have more plates. This is going to be a regular thing, isn't it?

One-Note [+200 CP] – Well, I don't see too much fault with knowing who you are! Sure, you've got one useful skill or positive personality trait you ever act on at all, and you're named after it, but it's not like there aren't folk like that here already.

Dwawback [+200 CP] – I'll be honest, I don't talk like a three-year-old much, but it could be fun, right?

Grouchy [+200 CP] – Awww, someone seems a little cranky. Wow, you are just really not enjoying this, are you, and for all we've tried to make it fun! Wait, not even with those friends of yours? *Nothing* makes you happy now? Oh, dear... this is problematic.

They Just Won't Stop [+300 CP] – Well, it looks like those ne'er-do-well witches living atop the mountain have their eyes on you, and they've got potion after potion brewed up just to annoy you! Plus, you can't even get near them – and I don't think your powers or pea-shooters can, either!

No Fighting [+300 CP] – Well, what's so bad about not wanting to fight? If we could all stop even *thinking* about fighting, things could be even better here!

Rotten At The Core [+300 CP] – Now, be careful, I can't help you much if you do this. What you're asking here is to enter a world that looks like this one at first glance, but where the people just ain't very sweet. Frankly, they might remind you of that crow-lift place or whatever more than the world I call home, once you get a look at their hearts. You sure you want to do this? I wouldn't exactly recommend it... especially since that whole “dying” thing is on the table again.

Sugar Apocalypse [+600 CP] – ***What have you done!?*** Don't you realize what you're doing? This world isn't meant for Armageddon! Plagues, horsemen, tribulations – none of this was supposed to happen! I sure hope you know what you're doing, because it'll take us the whole ten years to fix the Stone of Dreams, and until then, you're actually in *danger*!

Section 6: The End

Regardless of your choices here, your Drawbacks go away once the ten years are up. With that in mind, it's time to make one last choice!

Go Home – Are you sure? We really like seeing new faces here, and all your little friends could stay, too... you don't even have to give up those fancy powers or items!

Stay Here – Really? You want to stay? That's wonderful! Don't worry, all of your affairs will be taken care of, and you can keep everything you brought with you! It's going to be a great rest of your life!

Move On – Awww... are you sure? I know adventure is your thing and you'd be able to take everything with you, but who knows what kinds of horrible things are out there?