

Generic stickfighter animation

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The internet has birthed innumerable memes and subcultures. In the earth 2000's, the widespread use and ease of flash animation resulted in videos being created of stick figures beating each other senseless. Over time the concept grew in complexity, as multiple animators formed groups, collaborated, developed different styles, wrote lore and created storylines, but ultimately the foundational concept never changed.

Entire worlds full of stick-people killing each other in increasingly stylish and brutal ways.

For the next ten years you'll live in such a world, one that is somehow functional despite the occasional outbreak of ultraviolence. Perhaps a conspiracy or two is working in the shadows, or you'll run across a very goofy yet highly-skilled wandering fighter. There's nowhere here where fights aren't, almost as if the world itself is insulted by the absence of brawling.

Take +1000cp to get ready. Your age and sex can be chosen for free.

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Location

Asking for a specific location in this generic world is pointless. Instead, you must define the general theme of the world you'll be spending time in. Most of these animations take place within a seemingly modern world, judging by the vehicles, weapons, and buildings shown. You're free to change that, if you would prefer the standard fantasy tropes? Maybe something post-apocalyptic, or more wuxia styled considering the absurd martial feats and amount of casual destruction caused? A mix of themes is also common in these animations.

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Perks

You get one 100cp perk for free and a 50% discount on one perk of each price tier.

Free - Ready? Fight!

You won't last long here unless you know how to handle yourself in a fight. You're no master, not even close. But you'd easily fit in with a crowd of mooks with a huge, if shallow, range of skills. Hand-to-hand, guns, weapons, if it involves using something to hurt someone else, you can at least avoid making a complete fool of yourself.

Mandatory/100cp - Body by stick

For your time here, you are a stick figure. You have a little control over how much detail goes into your body if you want to have a face or tiny sticks to represent hands and feet, but no much more than that. Otherwise you're basically human, with all the important bits crammed into your new tubular body. For 100cp your body can be a little different than most, such as having extra limbs, a controllable combat-ready tail, or a 'tauric' body structure. Or you're just huge. This will give you an advantage over most here, but you're still otherwise human.

100cp - Signature aura

A body of nothing but plain lines would be boring. You have a battle aura you may display at will, starting off as a simple glow that grows more elaborate as you grow in power. Post-jump you may switch the aura's design to one that better matches the current setting.

100cp - Fight sense

Maybe you're the type of person who loves a good fight. Or maybe you want to avoid combat? Either way you can sense conflict in a city-sized area around yourself. You'll have a rough idea of how big the fight is and how dangerous it would be to join in.

100cp - Look ma no feet

Without feet, a stickman's relation to terrain is negotiable, doubly so because the surfaces of this world rarely have any kind of texture. You may decide at will how much friction there is between your feet and the ground. Crank it up and you'll be able to move on ice or near-vertical surfaces with ease, or lower it to slide effortlessly across the ground.

200cp - Can't we just fight about this?

There are all kinds of problems you'll face in life, but you know the value of a little percussive negotiation. The simplest issues and decisions can be decided with a pin or good headlock. Getting hired for an entry-level job would only require a good showing in a quick brawl. Just keep in mind that this perk only changes the format of decision-making. It won't force people to fight you if they aren't open to debating something in the first place and it doesn't make the fight consequence-free. Seriously injuring or killing someone, or even just making a big mess can result in a fresh pile of problems that will need to be addressed.

200cp - Wireframe work

With acrobatic training, a boost to your natural agility, and being able to make some very impressive jumps you'd 'only' be on the level of some of the better fighters here, but you can do even more. You have a degree of control over how your body moves in the air, even when it should be impossible. You could lessen gravity's hold on you to jump higher, land softly, dodge in the air, or momentarily hover to launch some attacks. Alternatively you can amplify gravity to pull off the classic 'fall really fast and crater the ground' trick. A real crowd pleaser.

200cp - Synchro battle

When music is playing, moving and fighting in time to the rhythm greatly improves your abilities. You'll move faster, hit harder, and be able to take bigger hits in return. The longer you follow the beat the greater the boost grows, though the benefit will soon reach a soft cap and drop sharply if you miss a beat. There needs to be music for this perk to work and it can come from other perks, devices, or even your own mouth, but it doesn't need to be audible to anyone but you.

200cp - World of...noodles?

In a world of rigid bodies, you were drawn freehand. Your body is free of little things like 'bones' or 'joints.' Twist yourself into a pretzel? Easy. You'll have no problem flexing your limbs in any direction for some truly freakish movements. Blunt impacts and falls are also less damaging simply because you flop and bend instead of going crunch. Work it into your fighting style and surprise people. Or just creep everyone out, doubly so once you're back in a meat-body.

400cp - Magic stickman

Are you made of magic wands? Because you have a bit of magic in you. Pick whatever you like, as long as it's something relatively simple and specific. Pyrokinesis? Super-speed? Conjuring weapons to throw or fight with? A straight physical boost? Sure. Whatever your choice is, it's a major advantage in this world as long as you keep in mind that you aren't the only one with powers out there. Using this magic taxes your stamina and can exhaust you. Post-jump you can fuel this ability with another source of power available to you if you wish.

400cp - Race through death

Meeting your death on any given day is always a possibility and possibilities are what this perk shows you. Moments of death and injury, both past and future, echo through time to warn you of danger. Mere phantom images, they are still clear enough to show you where others were injured or killed and where you or your enemies might meet your end. It's up to you to avert or ensure these events come to pass.

400cp - Live to fight another episode

Fighting is a fact of life here, so much so that it's rarely personal or permanent. This relaxed attitude will follow you going forward, and opponents won't put the slightest bit of effort into killing you once you aren't their problem. They'll still go for the kill if you're their target or if you make yourself one, and you might still die of whatever injuries your enemies inflict in the course of their goals. But after those goals are met? You aren't a concern, and they'll walk away from you without a second thought. Don't push this too hard if you don't want someone to decide you're worth more attention, but for a career mook you could throw down with the same enemy every other day for years and not even catch any hard feelings.

400cp - Thick-sticked

The sticks of your body are dummy-thick. In a good way. You're far stronger and tougher than the other inhabitants of this world, able to knock mooks around with ease and take an immense amount of damage in return. Anyone without powers, great strength, or serious weaponry will need a lot of work to bring you down. Even then, if no one makes the effort to finish you off you're guaranteed to survive your injuries and eventually recuperate.

600cp - Against the animator

There are so many means of influencing reality out there, and it's almost impossible to fight back unless you have those same powers. Sometimes not even then, but not anymore. Match your might against any powers used against you. Rip a curse off with sheer brute strength. Push your way through a stasis field. Dispel incoming magical attacks by punching them hard enough. By necessity, this perk also grants the ability to perceive otherwise immaterial things with your mundane senses. Of course, very subtle effects will be equally hard to notice, and some things might be too tough to break or too slippery to get a hold of. Victory never comes without effort, but effort is something you can always at least attempt to apply.

600cp - Dojo crusher

There are many amateurs in the art of combat here. Scores of professionals and masters as well, but only one of you. A virtuoso of violence. To plan a hundred steps ahead in combat against dozens of foes, to fully understand the capabilities of yourself in relation to your enemies and the environment, to instantly analyze techniques and weapons as they appear is routine for you. This new insight does have applications outside of breaking things and hurting people, but solving problems with precision violence will always be your greatest strength.

600cp - Copy and paste

Have you ever wanted to punch a lot of people, but just didn't have enough hands to get the job done? Well now you can split off copies of yourself to join the fight. A single clone is your equal in strength and skill, but the more clones you create the weaker all of them will be. Creating clones costs energy, and while clones do have your powers they only have the energy put into their creation to fuel them. Clones disappear shortly after being 'killed' but otherwise have no outward tells that reveal their nature, behaving exactly as you would.

600cp - The imitator

A rare and dangerous power, one that can be activated or retargeted instantaneously. Become a perfect copy of a foe, even if that means shapeshifting and manifesting new equipment. Gain their skills and powers as well, and enough instinct to make it all feel natural. You may choose not to copy some aspects of your opponent if you don't wish to. This power's capability to copy another has absolutely no limit, but does have two flaws. The first flaw is that whoever you wish to copy must be alive and nearby, and remain so, to hold the transformation. The second is that your inner self does not change, meaning that you might lack the the energy or comprehension needed to use a copied power properly.

Items

You get one 100cp item for free and a 50% discount on one item of each price tier.

100cp - Paint can

A plain can that can produce a seemingly limitless amount of paint, though it will take time to refill. A color picker on the side allows you to choose any mundane color, or switch between oil and water-based if you feel the need. Comes with an assortment of brushes that clean themselves and several pink sponges that perfectly erase any paint you apply them to.

100cp - Cool ride

Take this if you don't want your journey here to be on foot. It's a stylish (for the art style) land vehicle of your choice. It can be anything not more advanced than a hover board or larger than a car. It doesn't require fuel, and is returned to you 24 hours after being lost or destroyed.

100cp - JCflash

A robust animation software package, automatically scaling in complexity to fit whatever computer it's running on and adapting to nearly any kind of creative output to holodecks and beyond. Comes pre-packaged with a massive library of art and sound assets.

200cp - Final stage

Alone, this is nothing but an area you designate. Don't expect it to do anything if you're never anywhere near it, but the more time you spend in the area the more appealing it is as a place to attack you. Why would you want that? Well, being able to prepare the location for an attack in advance is the most obvious answer but I'm sure you could think up a few more. Level-headed opponents won't walk into an obvious trap, and this item won't stop them from making their own preparations. Those less cautious or more arrogant are far more willing to jump right in.

200cp - The business of brawling

Even stickmen need money. This is a modest business, on the level of a bar, garage, or small restaurant. It comes with a capable staff to run things and all you have to do is collect the money it makes. Fights have a strange habit of breaking out here on a regular basis, but with little to no consequences. Damage is swiftly repaired, no one suffers any serious injuries, and there's no real legal repercussions. If anything, customers that enjoy watching a good fight or in combat-adjacent professions seem to stumble across and be drawn to patronize your business.

200cp - May you live in interesting places

Sometimes you don't have a weapon on hand, and sometimes you want to get creative. Nearby objects that can be used as weapons are plentiful, and seem to break (or stay intact) in dramatic ways. Expect for these to be bright red explosive barrels, exposed gas lines, or boxes of fireworks just laying around. The presence of this 'item' can be toggled for specific areas.

400cp - Stick of Caerbannog

A loyal monster that could be as small as a bunny or as big as a semitrailer, this stickbeast is strong enough to chew through the average fighter here with zero effort as a baseline. As you get stronger, it also grows fractionally in power to remain useful. You may freely customize the stickbeast's form. Counts as a follower.

400cp - Jumper's Dojo

A small and secluded location, styled to your taste. Training here will see skills grow faster, but more importantly no one seems to suffer any permanent injuries on the grounds. Without a sincere effort to kill, any injuries suffered will quickly and cleanly heal with no worries.

400cp - Mook swarm

There are many faceless mooks in the world, but these are yours. One hundred flunkies of average-at-best skill, with basic equipment and fearless enthusiasm. They really aren't good for much besides fighting, but sometimes you just need bodies to throw at a problem. When killed, your mooks slowly replenish over time with equally-nondescript replacements. In future jumps, they may remain stickmen or change appearance to better fit the setting.

600cp - Echoes of war

Every world has its legends, of warriors whose battles decided the course of history. This 'item' takes the form of misty gates scattered across the world that allows you to encounter and test yourself against them, stepping into an arena and battling echoes of those ancient fighters. Whatever the form of these phantasms, you cannot take anything away from these battles beyond the experience of it and what any other perks you may have might grant you for defeating them. There are a limited number of such echoes scattered across each world, and you'll feel a pull guiding you towards where they can be found. Be warned! These are fights to the death against figures of myth come to life, and you have no safety net to ensure your survival. Don't pick a fight you can't win.

600cp - Training universe

An entire universe all to yourself. Excessive? Perhaps, but with enough jumps under your belt you'll appreciate having the space. This universe is a perfect simulation, incorporating new elements and forces both mundane and esoteric as you encounter them and only lacking higher-order life forms. The illusion is also only skin-deep and nothing here can be harvested here. The only thing this universe is good for...is destructive testing. Unleash planet-cracking blasts, tear the borders between dimensions asunder, and twist time upon itself until it breaks. Should you be in danger of suffering serious harm or do something to cause this universe to completely collapse, you will be ejected without harm. The false universe resets with the push of a button, so feel free to go full-on insane style here with no regrets. The rest of the multiverse thanks you for your consideration.

600cp - Legendary weapon

You could challenge this world with your bare hands, but having a good weapon on hand will vastly increase your odds of survival. It takes whatever form you like, firearms and the like having unlimited ammunition, but your 'weapon' could just as easily be an unending supply of dynamite. Whatever works for you. Besides being indestructible and styled just the way you like, the weapon provides magical attacks similar to the 'magic stickman' perk. It's far more limited in that regard, only able to produce effects closely themed to the type of weapon. Different elemental blasts, at the very least. If you already have powers of some type, you'll find them easier and more efficient to use when channeled through this weapon.

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Companions

100cp - Drawn to you

You may create a custom companion. You can set their appearance and personality, including how they'll look when not a stickperson. They have the standard discounts and 500cp to spend.

200cp - Ballroom blitz

Have a lot of friends already? You may import eight companions to join the fight. They have the standard discounts and 500cp to spend. You may buy this option multiple times.

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Drawbacks

+100 - All you sticks look alike to me

There isn't much detail to this world, and that leaves you with a small problem. Face blindness. Circle-and-dots blindness? It's hard for you to tell stick-people apart. Colors, height, voice, without some kind of distinguishing trait you'll have a very hard time knowing who's who.

+100 - MSpaint filter

Depending on the animator, some stick videos can get pretty detailed. Now? Everything and everyone looks like it came out of first-gen mspaint. That means pixels. Limited colors. Errors when drawing that left little nubs sticking out or half-erased bits floating in the air. Enjoy the vast expanses of blank terrain broken up by a few token lines or dots. And everything is written in old fonts. If you're lucky, it's comic sans or papyrus. If not? Wingdings.

+200 - Enough talk!

You're here for fights, and you'll get plenty. Random fights will break out at the drop of a hat, and you'll be near at least one brawl per day. You aren't guaranteed to be part of it or are forced to join in, all these fights have the potential to snowball and involve bystanders if only by the flow of combat bringing the combatants to you. Most of these fights will involve otherwise ordinary people, but if you're around any of the big names at the time? Consider running.

+200 - Rated V for violence

Ordinary people? Don't be silly. This is a world of constant combat and everybody is ready for it. There's no one here that isn't some combination of skilled and well-armed. Mooks have guns, everyone carries a weapon if they can, and there's no one who doesn't know how to throw hands when they have to. The people in charge of anything from criminal gangs to the local fast-food joint are on a higher level than average and the capability you can expect from people only increases with the amount of authority they wield in this world.

+300 - Training montage

Any powers and skills you have, even from out-of-jump, are reduced to a tiny fraction of their full power. You'll need to work hard and grow into your full capability. Even with constant struggle and competent teachers it'll take a few years, at least. Everybody has to start somewhere, but taking this with other drawbacks may put you in serious danger.

+300 - Bounty hunted

Someone wants your head, and your body is just extra weight. Not everyone will come looking to collect, but there'll be a constant stream of both professionals and opportunists of wildly varying levels of skill. Unless you're very powerful yourself, the most powerful beings here will not likely consider you not worth their time to come after but their minions and students still might. Be careful not to draw any attention you're not ready for. After about five years you might be able to track down the person putting up the money and convince them to cancel the contract, but expect a lot of effort and a hell of a fight.

+400 - Stick measuring contest

Forget getting dragged into small-scale fights, the nations of this world are now at war. No one is gunning for you specifically and you're not obligated to take part, but at best neutrality will draw scorn and suspicion. Show power, and you'll be targeted for recruitment or removal. Flee, and somehow the war will follow you. You will never be completely safe during your time here.

+400 - Behind the rabbit?

There's more than just overeager fighters to worry about here. The world is full of dangerous stick-creatures, from hostile mutants in the sewers all the way up to stick-kaiju in the most remote locations. You'd be hard-pressed to find a place free of any creatures, and even in civilization trained creatures are quite fashionable as shock troops for both lone warriors and large groups. While most beasts aren't much more powerful than the average fighter, or even a gun, something about your scent drives beasts to hunt you down and even trained creatures will take a bite out of you if the opportunity presents itself.

+600 - OP armageddon edition

Inevitably, in a world of constant combat some individuals will grow to a level where few can threaten them. If you're familiar with xianxia, then you know where this is going. The world is dominated by a handful of incredibly powerful people that can wipe cities off the map if they feel like it, and if you're strong enough to be noticed they might stop by to show you 10% of their maximum power. If you're weak, you might get killed along with thousands of other bystanders entirely by accident because one of them decided to goof off. You'll have no perks or items from outside of this jump to help you survive during your time here with this drawback.

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THE END

Ten years of constant combat. My how time and bodies fly.

Would you like to **go home**, **stay here**, or **move on**?