

Pet Pot Purge Jump
v1.0
CYOA by Surinical Jumpdoc by LJGV/Sin-God

Welcome to a curious world filled with elements that might remind some gamers of Runescape. A little. In this curious reality who you are is up to you, but there is power to be found and opportunity to be seized if you are clever, strong, and seize the moment. There are multiple worlds in this reality, and at least one of them is the "Real" world, while another is that of the game that all the jumpers start off in: Devious Minds II. Have fun for the next decade you'll be here, dear jumper, it's sure to be a curious time.

Take **1000 Choice Points** to fund your adventures.

Author's note: This is a conversion of a one page CYOA by a CYOA maker named Surinical. Have a link to the original post to give it a glimpse yourself.

Starting Location
Your origin determines your starting location.

Portal Den
Adventurers & "Cow Killers" begin here. This is a cavernous area wherein portals to various mighty foes can be found. This place, however, is safe and is where adventurers gather and steel their resolve before leaping into harm's way in hopes of taking down mighty foes and reaping the rewards that come with successfully hunting down what remains of the forces of the demon lord Zaros in the wake of a cataclysmic betrayal that left the demons disunified and shattered their attempted conquest of the world.

Boss Arena
This is your home, Boss Monster. You are the most terrifying monster here, and this is where you begin the jump. This lair is of your choosing and can be any appropriately fantastical locale wherein local monsters, ruffians, and ne'er-do-wells know to obey or at least respect you, lest they become the latest victims of your wrath.

Age and Gender
Your age and gender can both be freely determined by you for this jump.

Origins

Adventurer [Free]
Adventurers are those who wander this curiously early 2000s MMO-like world, slaying monsters, rescuing people, and working to keep the land safe from the horrifying but disunified monstrous hordes. Some adventurers, it seems, are also *Players*; people who control an avatar and are safely ensconced away in another world. You are not merely a *Player* though like them you hail from another world. You were summoned here, somehow, and when you complete your task you can choose to return home. Your task, if you want to accept it, is to go around and Pet, Pot, and Purge three mighty monsters (you Pet one, Pot one, and Purge the last), and then join your odd patron for one final battle, after which you'll be free to go to Earth or to spend the rest of the decade in the game world. In fairness, you can simply choose to hang out for ten years, if you'd rather do that.

Cowkiller [Free]
Well, aren't you a special child? You're the son of one of the developers of this curious world, and as such you are given special privileges, as well as the ability to log in or out of the game world, allowing you to more easily reach Earth.

Boss Monster [Free]
Oh, so you aren't human at all? Well, you might have been human onc,e but you certainly aren't now. Now you're a local legend, a right terror who cows local monsters into fighting for you. And in return, you have to deal with an endless tidal wave of adventurers out for your blood and the street creed that'd come with killing you. Construct your story, select your home, and ready yourself for the next decade. **The form you give yourself serves as an alt-form in future jumps.**

Perks

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

Adventurer

Adventurer's Physique [100 CP | Free for Adventurer]
You are an adventurer, and as an adventurer, it wouldn't do if you didn't know how to adventure, would it? You have a finely honed physique and a keen mind, as well as plenty of experience with adventuring, which gives you skills ranging from riding on horseback to knowledge of how to forge swords. You're curiously well-rounded and are quite independent, allowing you to adventure by yourself for surprisingly long periods without any help.

Grandiose Generosity Attractor [200 CP | Discounted for Adventurer]
You have an unusual sort of luck. Something about you causes people to become recklessly generous- not the sort of generous that endangers them, but the sort of generous that leads to them giving you way more than they realistically should. Still, there's something quite nice about this. This also helps with getting quest rewards and getting paid in general.

Boss Killer [400 CP | Discounted for Adventurer]
Some people are terrifying. And you're really good at killing them. You excel at killing boss monsters and other such nasty leaders and beasties. The more important and stronger someone is, the more damage you do to them, the less damage they do to you, and overall, the more effective you are against them. Enemy leaders will either die at your hands or learn to fear you. You also get a brief run-down on boss-level enemies before you fight them, allowing you a beat to mentally strategize before beginning a fight.

Quest Attractor [600 CP | Discounted for Adventurer]
There are people who DON'T want to be chosen for adventures and quests. And there are people who'd die for the chance to go on an epic adventure. I sure hope you're someone who likes adventures because you're going to be going on a lot of them (this is toggleable, so you're actually only going on the adventures you want to go on). You have an impressive ability to be chosen for quests and to actually GO on quests. People want to choose you for quests and when you get chosen for quests fate works to get you on the right track, to give you the right friends and party members, and the right items needed to successfully complete the adventures you go on.

Cowkiller

Loremaster [100 CP | Free for Cowkiller]
You are a history buff, and in each jump, you get an updating wellspring of relevant historical knowledge. This knowledge includes recent political events and gives you a nice little bestiary allowing you to identify and have knowledge about powerful monsters and local supernatural phenomena. The more you study local histories, the more your knowledge base grows, which fills you with relevant wisdom and know-how at the start of each jump.

Nepotism [200 CP | Discounted for Cowkiller]
You are privileged in a real and decisive way. In this jump that manifests as you being the child of a major game developer but in future jumps this gives you some other sort of advantage, such as being the child of a minor noble in a medieval jump. This advantage won't be something gigantic, but it can be quite meaningful and gives you a higher sort of background that comes with some social benefits.

Player Vs. Player [400 CP | Discounted for Cowkiller]
Some players excel more at killing other players than they do at fighting NPEs; non-player-enemies. You are remarkably skilled at fighting people and creatures like you, and beyond that you have an impressive level of knowledge and creativity when it comes to your own powers, items, and skills, especially as it relates to fighting. The more your foes have in common with you the more deadly your blows happen to be against them, and the less effective their blows are against you.

From Digital To Physical [600 CP | Discounted for Cowkiller]
You have the ability to give yourself the physique, abilities, and skills of the video game characters you play as. This is strongest, and easiest, when you are using it to become a character you created, such as in Skyrim, Runescape, or World of Warcraft, rather than when you *become* characters that are wholly themselves and established, independent individuals such as Link, Samus Aran, or Kratos. The more of your character you get to create, such as deciding their backstories and alignments as opposed to just picking their classes and species, the easier it is for you to do what they do. The more time you spend playing a game, the more of your character's abilities you can learn to mimic and pull off yourself!

Boss Monster

Boss Build [100 CP | Free for Boss Monster]
Duke Sucellus, *The Leviathan*, and *The Great Olm*. Three wildly different monsters. Three very different bosses. You, like them, have a build and lore of your very own, as well as a region you are a recognized power in and feared master of. You can devise the nature of your boss form freely, and in future jumps you can use what you give yourself here as an alt-form. This can't be anything too absurdly powerful, but given the scale and scope of the bosses detailed here there's still plenty of room for creativity, from making yourself an earth-based dragon to making yourself a fallen angel specializing in electricity. If you are a human/have another origin and take this consider it essentially boosting your magic and giving you a bit of a reputational boost.

Minion Master [200 CP | Discounted for Boss Monster]
Like many types of boss monsters in other games you are a powerful lord of other monsters. The more a monster is like your boss form the easier it is for you to command it and the more effectively you can direct them and use their skills. This trait persists in other alt-forms as well, though to a lesser extent.

Regional Royal [400 CP | Discounted for Boss Monster]
The longer you are in an area the more you come to understand the area, and the more the area comes to aid and serve you. This starts off small, but if you remain in the same general region for years the very environment will be twisted and transformed into an area fit for you to live in and for you to fight your foes in.

Regenerator's Revenge [600 CP | Discounted for Boss Monster]
You are a boss monster, someone meant to die and be slain over and over by suitably powerful foes. But as a jumper that wouldn't quite do would it? No, with this you become far harder to kill. You have gained an impressive healing factor, one capable of healing you in real time and that can only be slowed rather than stopped altogether. This does not render you immune to damage but it essentially guarantees that you can outlast foes, even groups of them, as you can continue to fight even when they need to take a step back and heal, allowing you to relentlessly pursue your enemies. Your foes will learn the true meaning of despair when you get struck over and over and refuse to go down. Your attacks are more effective against protagonists of all sorts, and their blows are less effective against you even when one discounts the impact of your healing factor.

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.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Adventurer

Basic Adventurer's Gear [100 CP | Free for Adventurer]
This is a set of high quality though ultimately mundane armor, weapons, provisions, and general supplies for adventurers. It is fairly comprehensive, with stuff like a tent and rations, and replenishes/recovers from damage over time (and whenever you enter a new town).

Bestiary [200 CP | Discounted for Adventurer]
This tome is filled with valuable information about the monsters that inhabit this game-world. You can access this information at any time, and while the information starts out basic but helpful the more of a type of creature you encounter and the more sorts of relationships you have with them the more information each entry gets, allowing you to learn more over time and with hard work.

Sword, Net, Vial [400 CP | Discounted for Adventurer]
The big one. **Adventurers get to use the sword, net, and vial this jump for free (and keep what they use them on as fiat-backed followers, abilities, and items in future jumps), but to keep using these items in future jumps, you need to purchase them.**
With this item you can take the net, vial, and sword with you into future jumps and use them once per jump to gain new pets, new pots, and the sword gets to attain new forms based on who you use it on. As is the case in the base setting, you can only use these objects once per jump, unless you purchase this item more than once (in which case you can use these items the same number of times you purchase the item). The first two purchases are discounted if you are an adventurer, but after that every purchase costs the full price. These items work exactly as they work in the base setting; you can capture enemies in the net to make them a pet, you can turn an enemy into a potion with the vial to gain some power based on their abilities, and you can stab a foe with the sword to give the sword a new form based on that enemy. The sword can morph into its base form and into any forms it acquires at your behest, but in its base form if it has already slain a monster/foe during the jump you're in and acquired a new form then it is just a simple sword. This version of the sword can also attain ranged forms and forms of attack.

Cowkiller

Preorder Pack [100 CP | Free for Cowkiller]
This is a neat little trinket. From here on out you'll get a new outfit, a special weapon or tool, and a fancy, fast mount at the start of each jump. Nothing here will be supremely powerful, but they are unique and worthwhile items, and you get a new set at the start of every jump.

Dark Guild [200 CP | Discounted for Cowkiller]
You are the head of a small guild made up of other players. These individuals will tend to be brawlers and heavy warriors but there'll be mages and rogues as well. These followers are loyal to you and will happily join you in battle, on quests, and in all sorts of activities.

Elder Dragon Maulberd [400 CP | Discounted for Cowkiller]
This powerful and epic-looking weapon ignores resistances, armor, and immunities, allowing you to use it to deal grievous harm to even supposedly invincible foes. This weapon is a fusion of a maul and a halberd and is heavy, but capable of multiple forms of attack and various nasty sorts of damage. This mighty weapon is especially dangerous against heroes and epic foes regardless of their alignment, swelling in power as it absorbs the lifeforce of the strong. Your new weapon shall grow with you.

Boss Monster

Minion Hoard [100 CP | Free for Boss Monster]
This item is a small group of monsters that follows and obeys you. These individuals are not terribly powerful but they are strong enough to be a problem to normal people, and they are obedient when it comes to you, working to protect you and harry your foes. They are keyed to the form you take for this jump, but if you're a human you can take a simple but well-trained group of generic monsters like orcs or goblins.

Loot [200 CP | Discounted for Boss Monster]
Every boss monster drops rare and powerful loot. That's one of the central appeals of fighting them in the first place! This set of items is a group of gear, including armor, weapons, and some accessories that reflect your strengths and abilities as a jumper. You can wield these items yourself, or if you are a more monstrous sort of monster, you can give them to a subordinate and they can wield them in your stead, or even spread the empowered equipment around, giving your troops more versatility instead of overpowering one minion.

Monstrous Lair [400 CP | Discounted for Boss Monster]
With this item you get a mobile area that you can superimpose on reality whenever someone starts a fight with you. This area is completely under your control and strengthens you, while weakening and harassing your foes, and can summon generic minions to fight for you pretty freely though they cannot leave the battlefield (and there's a soft cap of a dozen minions it can summon at once). The ability to control your battlefield is a mighty one, use it responsibly. You can change the specifics of the battlefield this item summons and superimposes around you once per jump.

Companions

Companion Import/Companion Creation [50-200]
With this you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, powers, your warehouse, or any combination of the three. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three, you only get 200 points; if you lose access to two out of the three, you get 400 points; and if you lose access to all three options, you get the full 600 CP.

Loading Zones [100 CP]
Some areas, even different parts of the great outdoors, are actually parts of different *instances* of reality. When you cross from one of these places to another, the world freezes and reality adjusts. This only takes a second, but it is annoying.

Simple Game [100 CP]
It seems that the game world is not complex. Monsters are monsters, people are people, and while *elite* and *boss* monsters exist and are capable of real thought and tactics you shouldn't expect much complexity from everyone else. It's a shame, but this truly is a simple game.

Sword Jumper Online [200 CP]
Powers that transfer you from one reality to another, or anything like that, get interfered with in this setting. Others can summon you, but you cannot escape freely. You CAN still leave the game-world, if you aid Cowkiller, or another suitable player, but you can't do it by yourself.

Low Quality Graphics [200 CP]
There's something… annoyingly low-poly about this world. It's not pretty, and sometimes reality gets a little weird if you try to do too much at once, slowing and stuttering, so be careful.

Monster Quest [400 CP]
Someone is working to reunite monsters under one banner. And they are making headway. If monsters reunify under the banner of a single monster lord… The resulting horde would be a problem even for players with advanced gear and knowledge of exploits. Still, they haven't succeeded just yet so there's a chance for the right hero to stop them, or for the right monster to step in and coopt their effort.

LARPers [400 CP]
Ah, more *Cowkiller* types. Unfortunate. This fills the world with many individuals who want to give you *epic quests* that involve putting yourself in great danger for nebulous rewards. Most of these individuals will gracefully accept rejection if you opt to refuse their offers. Some… will not.

Cosmic Boss Rush [600 CP]
With this drawback, you are forced to fight every boss in the base setting, all 8 of them. That is an unfortunate state of affairs, but it certainly could be worse. If you want it to be worse, you have to face in groups, but get 200 additional CP (you have to fight two of them at a time).

PVP [600 CP]
This drawback trumps the safety of the Portal Den starting area, and really just makes the world overflow with players. Not all of them will be hostile, but several will be and all of them will have advanced knowledge of local glitches and PVP strategies, so this will make your time in this place far more dangerous.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.