Harvest Moon JumpChain CYOA

Welcome to the Harvest Moon Universe. Here you will begin a story of plants, animals, and love or perhaps friendship. Heres a 1000CP to get you started.

Free things:
A run down farm on an acre of land which includes:
A small single room house with a bookshelf, a bed, a small TV, and a bed. Thats it.
A small barn with 4 stalls
A small chicken coop
A well
Very simple tools for farming.

Starting areas
Roll 1d8 to determine your starting location.

1. Neighbor Town - A simple farming village
2. Mineral Town - A town sitting next to the coast.
3. Forget-Me-Not Valley - A town sitting in a beautiful valley
4. Waffle Island - A once Glorious Island, maybe you can help get it back on its feet.
5. Leaf valley - A simple town. Rumor has it that someone is interested in turning it into a theme park.
6. Bluebell - A European Style town that specializes in animals, it has a strong rivalry with its neighbor town, Konohana
7. Konohana - An asian styled town that specializes in farming, it has a strong rivarly with its neighbor town, Bluebell
8. Pick where you want to go!

Or pay 100 CP and choose yourself

Age and Gender
You start off as your chosen Gender, roll 1d8 + 16 for your starting age.
Pay 50 CP to choose your own age or swich your gender

Backgrounds:

Drop in - Drop in as you are. No memories, No connections, Nothing.

City Boy - 100 - You received the farm from a long lost relative after they died. You know very little about farming or taking care of animals but you excel at meeting new people and selling your goods for the best price.

Farmer - 100 - You were raised on a farm and your grandparents left you their farm when they died. You know a lot about farming and taking care of the land, you didn't spend much time in school however and can be a little slow.

Rancher - 100 - You were practically raised in a barn. You have skill in dealing with animals of all kinds. You are lacking in the social skills department and find yourself anxious to get away from people.

Perks

Greenthumb (Free Farmer) (Discount Drop-in) - 100 - When it comes to plants, you know just how to take care of them and what they need to grow properly.

Charge It Up (Discount Farmer) - 200 - Til your field with a single swipe! You can charge up your energy allowing you to do more work in less time, lower quality tools can only do a few extra tiles, higher quality tools can do an entire field. Doing this more than a couple times a day will cause extreme fatigue.

Who Needs Water? (Discount Farmer) - 300 - You can grow plants in some of the worst of conditions and environments. Plants you grow require a fraction of the water and materials to properly grow and to prosper. When the conditions are decent, you can get double or triple the amount of product from a single plant.

Rancher (Free Rancher) (Discount Drop-in) - 100 - When it comes to animals, you know how to take care of them and what they need to grow grow properly.

Breeding Expert (Discount Rancher) - 200 - The animals you breed are always top of the line and at the peak condition for their species.

Farmer Do-little (Discount Rancher) - 300 - You have the ability to talk to animals. They can understand you, and you can understand them. They don't always have much to say though and can be quite dim witted.

Friendship (Free City Boy) (Discount Drop-in) - 100 - You have a knack for being able to get people to like you, you know how to quickly gain friends and their trust. You also have a general sense of the type of gifts people like to receive.

Expert Trader (Discount City Boy) - 200 - You are always able to get a fair price at any local trader, they'll never try to rip you off and might even give you a discount if they like you enough.

Blessing of the Goddess (Discount City Boy) - 300 - You have been blessed by the Goddess of the Harvest. Harvest Sprites will come by and help you with various tasks that revolve around nature, such as watering your plants, planting seeds, or taking care of animals. They will never do anything to harm nature or another person.

Weatherman (Discount Drop-in) - 200 - You can perfectly predict the weather up to 2 days away, down to the minute it will rain. Predictions are more difficult farther then 2 days out, however you are more reliable then most forecasts.

Gaia Speaks To Me (Discount Drop-in) - 300 - You can feel, and even talk to, the land around you. You gain a general sense of the land up to mile around you and know if there is something wrong with nature. You have greater insight into the best places to plant crops, dig for materials, or look for water.

Master Cook - 50 - You could make boiled water taste good. Your cooking is top of the line. You are capable of making excellent dishes with less then excellent equipment or materials. Winning the cooking contests in your town should be no trouble at all once you get decent ingredients.

Looking Good - 50 - Some people look good, you look better. Atleast 20% better than you did before anyway. this can be bought multiple times with the effects stacking.

Items

Bigger Barn - 100 - Your barn has been increased to have 12 stalls, with a loft to store hay and extra equipment.

Superior Tools - 100 - You gain a superior set of tools needed for farming. They are top of the line and only a few special types of materials can make better tools. They are far easier to use and won't wear you out as much.

Seeds Galore - 100 - You gain a magical bag that generates 10 mundane seeds every day of whatever you want.

Fishing Pole - 100 - This is no mere fishing pole. Its completely unbreakable and will be able to magically lure fish closer, even if you have no bait.

Man's Best Friend - 100 - A absolutely loyal dog comes with the farm. He is intelligent as far as dogs go and is extremely loyal to you.

Overnight NPC Delivery - 200 - Want an NPC from another town in yours? Any NPC will up and move to your starting town and live there instead. And as a bonus you can bring them along on your future journeys as a companion.

Kitchen - 200 - Your house gains a kitchen with all the accessories and appliances you'll ever need for cooking. When you leave, you can take it with you and add it in to your warehouse.

House Expansion - 200 - Need more than one room? This expansion will include a second room, a dining room, and a bathroom.

Power Berry - 200 - Once a week a bag of six power berries will be delivered to you. When used they instantly restores all stamina and energy.

Blue Feather - 200 - This is no ordinary blue feather. Not only is it used to propose to a certain special someone in your life, if they say yes they also become a companion of yours, allowing them to travel with you after the 10 years are up.

Farmers Almanac - 200 - A guide book that offers advice when and where to plant various plant types, will automatically update to contain any plants you come across. Also contains other uses for various plants such as medicinal or even poison.

Companion guidebook - 300 - A magical book that will allow any of your companions to gain the Green thumb and Rancher Perks so they can help you on the farm! Does not work on you.

Farm hands - 100 - It takes alot of work to run a farm. So maybe you want to bring in some help. With this you may import all your current companions into an origin of your choosing. each companion has 300cp to spend on skills and items.

Drawbacks:

Graded +100 - Your ten years in Harvest moon will be graded by the mayor of your town. using out of world Powers, technology, magic, not being friendly etc... will all cost you points. If you don't intend to spend the next 10 years working HARD the old fashioned way, expect to fail. Failing this is will end your journey.

Weeds +100 - Your farm seems to constantly be plauged with weeds. You'll spend a good chunk of your days removing them from your farm so they won't kill your plants.

Sickly +200 - You are very frail and sick, you can do about half as much work as a normal person can do before getting tired, over exerting yourself will knock your ass out. You'll be sick in bed a couple of times a month and pass out in the street a couple more.

Working For Cheap +200 - You just can't seem to get a good deal on your goods. Maybe themerchants are cheapeskates or your just not producing anything worth selling. Whatever the case, you're going to have a hard time making a profit.

You suck +300 - The town people hate you, your animals hate you, and the harvest goddess hates you. All of the people in your life will find one thing to dislike about you, with hard work and a lot of gifts you might be able to change a few peoples mind but good luck.

A storm is coming +300 - Storms always seem to effect you in the worst way possible. Even the smallest storms will destroy your crops, hurt your animals, and damage your property. At least a couple times per month the storms will be so bad that you won't even be able to leave your house. Preparing for the weather will help, but Mother Nature will always find a way.

Hard Work +600 - You lose all the powers you gave gained from your previous jumps aswell as acess to your warehouse for the extent of your stay in Harvest Moon.

Notes
1. The blue feather can be used outside of this jump. However its purpose remains the same, they only way it works is if the person given the flower agrees to marry you.

2. Any buildings you bought using CP can be taken with you at the end of the jump.

Changelog
Added Weeds and Working For Cheap drawbacks.
Buffed Hard Work and made it a 600cp drawback.
Buffed Power Berry to a bag a week.
Made Man's Best Friend Cheaper.
Lowered Master Cook's Price.
Made more perks discounted to origins.
Added A Short Opening Discription.
Slight formating changes.
Added Farm hands companion import option.
Added option to change genders.
Changed the cost of choosing your age or gender to 50cp.
Added Looking Good perk to eliminate any chance of having extra points left over.