

Welcome To Vaporwave City Jump

Version 1.0

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Across the multiverse, there are infinite versions of infinite worlds. In one universe there is a bit of a mischievous being known as *The Guide*. This odd fellow has a penchant for pushing people to go on odd journeys of varying lengths. He has struck a deal with your benefactor for the chance to send you on one of his eponymous episodic adventures or to have you work alongside him for a while, unless you are a **native** in which case you'll probably meet people *The Guide* has isekai-ed to Vaporwave City.

You now have 1000 Vaporwave Points. Use them wisely.

This is an SFW The Guide CYOA Jump. Have a link to the source.

Author's Note: This is a, probably, fairly low power jump set in the shared setting created by LicksMackenzie and connected by *The Guide*. If you want to learn more about this setting, click here to learn about all 25 of the CYOAs featuring *The Guide*.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump.

Native (Free): You are a native of the **Planet** where Vaporwave City is located, though you may not be a local of Vaporwave City itself. You might well be from *The Night Road*, *The Dark Carnival*, *Village of the Exiles*, or someplace like *Neo-Radiator Springs*. Somehow your destiny led you to Vaporwave City nonetheless, and you live somewhere here or close enough that you work in the city.

Guided (Free): Ah so you're the target of *The Guide's* shenanigans. This means you're an Earth native, and you're gonna be spending some time in *Vaporwave City* baby!

Apprentice (Free): Oh? This is interesting, this means that you're some sort of ROB in training? Hmm… I guess rather than be the one to answer the **Call to adventure**, you're the one ISSUING the call! Neat.

Starting Location:

Your starting location is determined by your origin. **Guided** people start off on Earth, **Natives** start off in Vaporwave City, and **Apprentices** start off with The Guide.

1. **Earth**

You start off somewhere on Earth! You can pick the specifics of your earthly location, but you won't be here for long. That said, if you select the right scenario you might actually come back here for a while so determining the specifics of the context you live in, in this world, is potentially pretty important.

2. **Vaporwave City**

Vaporwave City is a strange city founded with an odd, supernatural history. This city is one of the largest metropolises on the planet it is located on, and has a vibrant supernatural and extraterrestrial population. It is also a very vibey place, and is ripe with opportunities for adventure. If you're starting off here you could be a native of the city, or just of the planet who has come to the city looking for opportunities. If not… Well, you're in a very welcoming city, one with infrastructure built for welcoming new arrivals.

3. **Alongside The Guide**

Ah, the *The Guide* option. The Guide is a very strange fellow who travels from place to place utilizing some bizarre form of supernatural powers. Now you contain some semblance of the same power! You initiate the jump alongside this peculiar individual, learning how to use the odd powers he possesses. It is likely that the two of you will travel from place to place for the duration of the jump, but if you take any vacations they'll probably involve *Vaporwave City*.

Perks:

All perks here are freely toggleable.

General Perks:

Opportunity (Free): Somehow opportunity always knocks at your door. You have a strange level of luck when it comes to finding opportunity, be it being favored by a supernatural “friend”, or finding jobs fit for your talents and skills. Lady luck smiles on you when it comes to finding opportunities. Your life will be filled with opportunities, but whether or not you act on said opportunities depends on you.

Living Situation (100 VP): Somehow things have a way of working out so that you are just never homeless. Or at least so that you aren’t homeless for very long, maybe as little as a few days. Friends will always have a couch for you, or family members will always get your back. And what’s more is that you always get some sort of skill or buff related to your housing situation. If you live in a one bedroom apartment with other people you’ll become more diplomatic. If you live in a community that prides itself on being a place where people of the same cultural background live together you’ll get an affinity with people of that cultural background. This buff is strongest when you’re in that situation but it’ll never go away in full.

Career Based Skills (200 VP): In most societies, even those that a jumper gets to visit, you won’t get given what you need unless you work. And jobs often require various skills and abilities. With this perk, not only do you get a boost to your ability to learn skills and abilities related to careers you also get minor buffs and boons based on your jobs. If you had this perk and were a law enforcement official, for example, you’d be excellent at remembering laws and at intimidating criminals into stopping their criminal activities. The longer you do any given job and the higher up you advance along a career's upward trajectory the greater this buff becomes, but even when you stop doing a job the buff doesn’t ever go away in full it just loses some of its greatest potential.

Native Perks:

History (100 VP): You both have a history and know of history yourself. You have a decently detailed mental library that contains basic and even somewhat obscure historical facts relevant to this world, and future worlds you visit, as well as facts related to your origins. This also makes it easier for you to study history and to learn the lore of the places you visit.

Family (200 VP): You have a family, one that loves you and cares for you. In this and future jumps you shall always be able to find relatives, or those who will allow you to claim them as relatives. Such individuals will genuinely love you and will want to see you succeed. Even if you are a drop-in you will find individuals who will come to view you as family and your efforts to add people to your family will be more likely to succeed.

Commonality (400 VP): You have a special skill when it comes to befriending people. The more you have in common with someone the easier it is for you to befriend them. This covers everything from gender and sex to things more specific like hometowns and interests. The more specific the thing you have in common with someone the greater the boost to your charisma this grants you.

Normalcy (600 VP): You are used to the bizarre, sometimes whimsical rules of this place. The mysticism and supernaturalism of this place infuses you, giving you the ability to use the magic of this world. This magic is such that you can enact all sorts of spatial and temporal anomalies with training and practice. You start off able to do pretty low scale teleportation tricks and speed up or slow down things.

Visitor Perks:

Rapid Acclimation (100 VP): You are almost legendary when it comes to adaptation and acclimation. You react and adjust to new circumstances almost as fast as your circumstances shift. Even things as radically dramatic as moving from one world to another would not stop you from adjusting to new circumstances with epic speed.

Community (200 VP): Rather than family, what you have is community. You have a curious ability to find, enter, or even create communities of people who are tight knit and dependable. This boosts your charisma in group settings and makes you a natural people person.

Differences (400 VP): You can connect with people who are different from you. The more someone differs from you the easier it is to connect with them. So long as someone is not your foe, you can connect extremely easily with those who have wildly different outlooks and beliefs than you do, and with enough differences (and the right circumstances) this can even help foes become less hostile.

Colorcoded (600 VP): Ah so *The Guide* has seen fit to bestow you with an unusual ability. This ability allows you to draw power from colors, with you gaining abilities based on the main colors of your outfit and your surroundings. If you are wearing an outfit that strongly corresponds with a vaporwave color, and/or are surrounded by a vaporwave color, you'll gain abilities that correspond to that color. Blue, for example, grants you affinity with water letting you breathe underwater and enhances your swimming. Purple gives you an urban air and gives you a mini-map of your surroundings. Pink gives you an aura that makes people want to dance, and helps you overcome inhibitions (both yours and those of other people). Green enhances your connection to nature and lets you speed up processes related to plant life, while yellow gives you very minor light conjuration powers. If you are both wearing an outfit and surrounded by the same color your power gets boosted, while wearing an outfit in one color and being surrounded by another color gives you both outfits.

Apprentice Perks:

Protagonist Sense (100 VP): You have a keen eye for determining people who'd answer a Call To Adventure. This protagonist vision lets you determine who'd excel in general at adventuring, but if you have a specific adventure in mind you'd be able to determine how those you see would do at it. This can be used in very clever ways with the right state of mind, such as to determine who'd be good at helping you on an adventure.

Vision (200 VP): You can peer through dimensional boundaries and can see the dimensions closest to the one you're currently in, letting you figure out where people would go if they were suddenly teleported to another world, dimension, or universe, if the process teleporting them isn't keyed to a specific place. This can also be used to pinpoint portals.

Shapeshifting (400 VP): You have a minor shapeshifting power. This ability is handiest when you use it to change your size, letting you be as small as a bunch of cornflakes. That said this ability is full-on, trainable shapeshifting letting you do things like give yourself a whole new appearance or even look like an object or an appropriately sized pile of objects.

Isekai (600 VP): You have the powerful signature ability of *The Guide*; you can send people to nearby dimensions! This ability lets you teleport people to nearby dimensions and alternate realities, though at first this process is rather imprecise. Much like *The Guide,* your control over this power can be dependent on your circumstances and the condition of your body and mind, but over time you'll gain greater and greater control over it. It's also extremely taxing, and at first you'll only be able to do it once every few months, though this limit will rapidly improve, losing its strictness over time. You can also use this ability on yourself and if you do it is much less taxing. You can send people to nearby dimensions with ease, especially if you let your power decide where they end up specifically, but with time and training you can use this power in a lot of nasty ways, even sending people to places like a sun or a desolate world.

Items:

General Items:

Vaporwave City (600 VP): You get a full copy of Vaporwave City which follows you along your chain. This is the city at its greatest heights, giving you access to every option in the base CYOA. You can import the city into future jumps as well.

Native Items:

Short Term Setup (100 VP): Unlike the protagonist of the base CYOA, you are a native to this setting. This means it's only fitting that you have some sort of immediate, short term setup established. This "item" lets you modify the initial circumstances of your arrival in a given jump bolstering stuff like your housing situation, your career options, and more, in subtle ways the moment you kick a jump off. With this even drop-ins can have a place to live the moment they enter a setting and have a tiny bit in their bank accounts. In this jump this represents you selecting your apartment/housing situation and career stuff yourself before the jump begins.

Distant Home (200 VP): In addition to a place to live in *Vaporwave City* you also have a home somewhere else. Maybe you have an elderly relative in *Neo Radiator Springs* or you come from *The Outer Islands*. Regardless you'll always find that you have some home set up in a place far from the main action of a jump's given setting, a home that is fairly luxurious, decently accessible, and always stocked.

Special Camper (400 VP): Vaporwave City is surrounded by spectacular wilderness though getting to the truly special sites isn't always easy. This item gives you a well stocked camper that is durable, fit for off-road adventures, and comes stocked with standard fiat-backing such as self-repair, recovery from destruction, unlimited gas, and free maintenance. Inside the camper is a map that shows you all of the cool wilderness that surrounds the city. In future jumps the RV comes stocked with maps showing cool places for wilderness adventures.

Sunset City (600 VP): You are granted a position of high honor in *Sunset City*, a cosmopolitan location that is akin to a darker, less magical, edgier version of *Vaporwave City*. You also get to import Sunset City into future jumps and can retain your job. Your job could be something that lets you travel back and forth between SC & VC, such as being a liaison between the two cities. This position will be high paid, high profile (at least among those who know about SC), and will give you many amenities.

<u>Guided Items:</u>

Friendly Guide (100 VP): No, not *The Guide*. This is an "Item" that manifests in a quirky way. Whenever you enter a new place, one on the order of magnitude of a town or more (so going into a library from the outside won't trigger this), you'll meet a wandering bison-burger salesman who'll do two things. First he'll offer you a complimentary bison burger. After that he'll give you the quickest, briefest summary of a place's 411 he can, which will also give you little adventure or quest hooks you can follow up on. This item physically manifests on your person in the form of a keychain with a stylized logo of a bison burger. If you give the keychain to someone else they'll be the ones who trigger the bison burger salesman, not you.

Vaporwave City Lawbook (200 VP): This item is named *Vaporwave City Lawbook* because for this jump that's what it is. This is the sort of legal material someone who works in the *V.C. Courthouse* would be expected to memorize, but in future jumps this lawbook updates to include the laws of the setting. You have an eidetic memory when it comes to this book's contents, so you'll always be able to remember what you take from it.

Vaporwave City Attraction or Business (400 VP): This makes you the owner of some major Vaporwave City attraction or business. This could be something like *Mystic Corporation Inc.* or *The Vaporwave City Circus and Dark Cabaret*. This will always make the attraction or business financially stable and owning it grants you instant popularity and social acclaim. It will also follow you in future jumps, and if it's something magical or sci-fi then people will accept it in future settings even if it's tonally distinct. This can be purchased more than once, but if discounted then only the first three total purchases are discounted.

Offworld Portals (600 VP): In your place(s) of residence there will be an abundance of portals that lead you to wholly other worlds. This could be a portal that leads you to *Halloween Town*, or a sink that when filled with water lets you dive into a pool located on *Salentia* the capital city of the *Salvascentian Dominate*. This lets you go on wacky adventures all over the rest of the grand *Guide-Verse* setting in future jumps.

Apprentice Items:

An Adventurous Friend (100 VP): At the start of every jump you'll come across someone with an adventurous soul. This person is a mundane member of their species, but they are friendly, kind, and long for adventure. If you oblige them, somehow, you'll get a minor buff that corresponds to the adventure you sent them on. This item's physical manifestation is a keychain of a sword, and if you give it to someone else they'll be the ones who have the encounter with the adventurous soul in your stead.

Nature Nook (200 VP): You get your own Nature Nook, and can give others a nature nook of their very own.

Pirate-Mart Explorator Corps (400 VP): You are now the owner of the *Pirate-Mart Explorator Corps*, a convenience store chain that has launched a pathfinding subsidiary (the *Explorator Corps*) to explore opportunities for offworld advancement and business. This subsidiary has hired many offworld exploration experts and specializes in both exploring new places and rapid construction and habitation. You can get to some real creative activities with this…

***Vaporwave City Gun* (600 VP):** Did you steal this from The Guide? This is the gun he uses on the *Guided* at the start of the base CYOA. It fires off magic… bubblegum bullets that teleport people to the ocean off the coast of the city. With this you can freely teleport people to Vaporwave City! In time you may learn how to replicate this item's *enchantment* that links it to a single setting and gives you the ability to freely send people there and apply that same effect to other worlds and items, letting you more easily send people to specific places.

Companions & Followers

Import (50 VP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 VP to spend themselves on perks, and items. Companions cannot take drawbacks.

Narratively… the Guide simply decided you'd have more fun with more friends, so the deal he struck with your benefactor has been extended to include a group of your homies.

New Friends (50 VP): This option is for companioning other Guide-verse beings. By paying here you gain a token you can use to give someone native to this setting the ability to come with you to future jumps, if you can persuade them to come with you.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Guide-Verse will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario unless otherwise stated. If relevant you can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

All completed scenarios grant 200 VP.

Canon Visit (Requires *Guided* origin):

The ever reliable *Do The CYOA* scenario. By taking this your stay in Vaporwave City is limited to two years, you have an immediate encounter with *The Guide*, and at the end of your two year long stay in V.C. you get teleported back to Earth. Your iteration of Vaporwave City is constrained in the ways that the base CYOA's Vaporwave City happen to be, and the areas you can access are determined by the choices you make.

Reward:
For completing the base CYOA you get to select two of the following special boons (in addition to getting the 200 VP).

Rewind Back: After your visit to V.C. you get to spend a two week long vacation to 1998 New York City. You get to do this at the end of every jump from here on out.

Return Visit: You get a lime gummy. When you eat it you get to return to V.C. for two weeks. You get a new gummy at the start of every jump from here on out (or at the start of another decade, whichever happens first).

The Extra Special Hat: This weird hat, when worn, lets you get much easier access to restricted or otherwise hard to access locations (like sold out concerts, or restaurants with long waiting times).

Your Children's Chance To Visit: This is a pineapple. If you plant it, it will grow into a pineapple tree. If your children eat the pineapples this tree grows, they'll get a chance to visit Vaporwave City themselves, for two years just like you.

Phone Back Your Second Home: Every few months a free phone booth will appear within walking distance of wherever you're living. You can use this phone booth to call your friends in Vaporwave City.

Cozy Socks: This is a pair of socks that feel cozy, warm, and remind you of what it feels like to feel the sand on your bare feet on the beach (if you like that sensation, if not it reminds you of some other pleasant sensation you do like).

Audrey's Quandary:

Audrey is a Vaporwave City resident from the same Earth as some other visitors. However during her arrival event she struck a gravitational anomaly and her conditions were altered as a result. Now she is going to stay here for 10 years instead of for 2, but she cannot leave her apartment. She can, however, travel into screens and experience things like movies and television shows from the perspective of a character in said fictional universes, in a manner not WILDLY dissimilar from a jumper's abilities. You will quickly discover that you can enter her apartment and hang out with her (even without taking this scenario). It's possible to fix her condition, somehow, but doing so will either take some creative thinking or some decently mighty out of context powers. If you do, she'd be massively grateful, but frankly she's just happy to have real company.

Reward:
If you take on this scenario and succeed you can gain her bizarre dimensional travel ability (**Audrey's Perk** as far as naming stuff goes), letting you enter shows and movies and experience them from the inside. You'll also be able to take on Audrey as a follower for free (and can pay to import her as a companion), and she'll retain her ability to travel into shows and movies in future jumps.

Ministry of Defense And Intelligence Special Ops

Early on in your journey you get kidnapped by some suit-wearing jocks. They take you to a small black building near the edge of Vaporwave City, and tell you that they are representatives of a clandestine governmental organization that keeps Vaporwave City, and much of the *Unknown Quadrant* safe. And now they want to recruit you. They offer you specialized training, access to decently powerful self-defense equipment. If you accept you will be given a few missions every few months doing unpleasant wet-work, such as assassinating people or violently disrupting enemy operations. If you wish you can end the scenario here, and get your 200 VP, as well as access to one more location (if you're doing the *Canon Visit* scenario). If you want to continue the scenario, though, you'll be recruited to *Project Experius*, a secret project which sends you across the universe with a group of three other agents to help the forces of goodness.

You complete four missions for this project, bonding with your allies, and during the final mission you get approached by the second in command of the group. He tells you that he suspects some fuckery is afoot and has approached the others and given them a treatment to immunize them to memory-fucking technology and magic. He asks you if you want to get the same treatment. Your reward depends on what choice you make.

Reward:

If you accept the man's offer, you find that he was right. In the aftermath of your final mission the ministry approaches you and attempts to wipe your memory of the project and ministry. It fails, but the agents of the ministry don't know that. As a result you get the 200 VP as a reward, as well as a **Ministry Agent** perk which lets you retain your training and fiat backs your handling of weaponry and armor. Additionally you get to take your homies as special followers who will appear once per year when you're in trouble and help rescue you.

If you don't accept the man's offer you lose your memories. But instead of leaving empty handed, you get an additional 200 VP as a scenario reward, buffing your reward for this scenario to 400 VP. Additionally, every once in a while you'll come across a group of strangers who invite you to a drink. They are friendly and warm to you but if you watch them closely you'll get a strange sense of sadness that emanates from them.

Drawbacks:

Extended Stay (Varies): Each purchase you select allows you to stay for another ten years and gives you 100 VP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points. If you are doing something analogous to the canon visit scenario this also extends the length of your stay by two years without violating the terms and conditions of the scenario.

Stereotypes (100 VP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Arrogance (100 VP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Criminal Associations (100 VP): Vaporwave City is not some idyllic paradise. It is a metropolis, and that comes with the good AND the bad of being a metropolis. Criminal organizations abound in the city, and now one of them has taken some interest in you. With this

you are marked by a criminal family, though that mark doesn't necessarily have to be negative. You could be a member of the family. That said, other people will know about your connections.

Realism (100 VP): Despite any cosmic power you may possess the most common problems you'll face are mundane ones. They may be solved with laughable ease, but that won't stop them from coming.

Remote Reaches (200 VP): Things like teleportation magic just do not work with you. If you're gonna travel the Guide-verse you have to do it the old-fashioned way.

The Storm (200 VP): Once per century Vaporwave City will be rocked by a tremendous storm. By taking this drawback this storm will occur partway through your stay. The storm will rock the city, knocking out entire districts for a few weeks, while taking months before the damage dealt is fully done with.

Disruptions Abound (200 VP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Dramatic Bastard (400 VP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Sorothustran can be a powerfully negative fate.

Dark Carnival (400 VP): Normally *The Dark Carnival* appears in Vaporwave City once a year. This is an intriguing event as TDC is a carnival that talks about topics like morality, mortality, and the nature of life and death. Now you have a more intimate connection to TDC, as they have recruited you as one of their employees. You cannot escape this, and some facets of your job will be thoroughly unpleasant, and unavoidable. Thankfully you'll have a decent amount of vacation time to explore Vaporwave City.

Sly Snake (400 VP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

They Know You (600 VP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

***The Guide On The Prowl* (600 VP):** With this you'll be hounded by *The Guide* throughout your stay here. You can reliably count on being isekaied from adventure to adventure. *The Guide* is an inconsiderate friend and will not care about what you're doing before he yeets you to some other world.

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.
Stay Here:
Take another 500 VP and add any final bits to your build you wish, in exchange for making the Guide-verse your new home. *The Guide* is still around, so maybe you'll be able to find some way to journey to new places here.
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, return to your warehouse, and select your next jump.

Notes & Mini-Changelog

-This is a remake of a different jump which is itself inspired by LicksMackenzie's Welcome to Vaporwave City Choose Your Own Adventure.