Born to a family of ninja.

Trained in the medical and surgical arts.

He kills with one hand and heals with the other.

These are the adventures of…

Dr. McNinja

Jumpchain compatible CYOA 1.1

Welcome to the world of Dr. McNinja, Jumper! This universe is situated between your original and another far more incredible place called the Radical Lands. Whereas your universe is rather dull and the Radical Lands are nothing but awesome, this place is equal parts amazing and mundane. Most of the story revolves around the small town and residents of Cumberland, Maryland. A place which on a passing glance is much like your own, a sleepy town of about 21,000 located a few hours drive away from Washington D.C. However, should you take a closer look, you'll notice some pretty staggering differences. The mayor is a former astronaut, famous for his obsessive hatred of zombies and the zombie defence system he incorporated into the town. The local mob is controlled by the most radical man from the Radical Lands, King Radical, a wayward dimensional traveller much like yourself. There's an unstable time portal under the town. The local grocery store is run by a literal fantasy ogre. And, of course, there is a local ninja doctor operating out of a clinic with his gorilla secretary Judy and his raptor riding sidekick Gordito Delgado.

Hope you're ready for adventure, Jumper. You'll be jumping in just as the doctor meets his sidekick Gordito and won't be able to leave for another ten years. Things are about to get pretty nuts so I'll also be giving you **1000 Choice Points** to spend on abilities, items, and companions. Good luck!

Origins: You can buy a background here if you want to have some memories of a life lived here, along with the contacts, friends, and enemies that would come with them. You may pay 100 CP to choose your age and sex, or you can keep your sex and roll for your age.

- Drop-in(Free)
    - Seriously? Another---oh, you're not a Chuck Goodrich. Well that's alright, there is an incomprehensible number of dimensional travelers with future knowledge running around. Cumberland's Mayor Chuck Goodrich will sort you out. He's got a system for this sort of thing. **Roll 1d8+24** for your age.
- Sidekick(100 CP)
    - You're the ward of one of the adults in this comic, with a suitably tragic origin that adequately explains your wide range of abilities. You may choose any character to sidekick for. **Roll 1d8+10** for your age.
- Ninja(200 CP)
    - You are a fully trained professional ninja/ninja professional possessing the fabled ninja gene that is the source of your natural talent. You've been trained since birth in the ways of the ninja**. Roll 1d8+30** for your age. You may choose to be a distant cousin of the McNinja's but it isn't necessary. Wherever there are people willing to pay a prohibitive amount of money to see someone dead you can be sure to find a ninja or two. You may pick any country and heritage of origin.

- Radical Landsman(200 CP)
    - Hailing from the Radical Lands, you are one bad mother[redacted]er. Your mind, body, and soul are tuned to be the most extreme they can be. You appear in the underground caves under Cumberland. **Roll 1d8+40** for your age.

Locations: Roll 1d8 or pay 100 CP to choose, unless already given by origin.

1 McNinja Clinic: "We don't hire night janitors." This is a clinic run by the eponymous Dr. McNinja and his gorilla secretary Judy located in the middle of a haunted forest a few miles from downtown Cumberland, Maryland.
2 McNinja Residence: Somewhere in the mountainous hills outside Cumberland is the home of Doctor McNinja's parents. Its surrounded by robotic animal sentries built by Dark Smoke Puncher McNinja and guarded by the very dangerous Mitzi McNinja, respectively, the younger brother and mother of the Doctor.
3 Allegheny Community College: A standard fare College located in Cumberland much like any other. You can expect a few more classes and seminars on the supernatural than most other places and it does have a tendency to attract the peculiar individual or two, but other than that you'd be hard pressed to tell it apart from any other school. Oh, and its secretly run by vampires.
4 Underground Caves: These caves lie deep under Cumberland and are connected to a series of secret tunnels built by George Washington in the revolutionary war. More importantly there is an active unstable time portal here that can occasionally connect to the Radical Lands along with many other strange dimensions and time lines.
5 The White House, Washington D.C.: Almost exactly like our own White House except that President Maria Funkhauser is quite possibly the baddest woman in the Union and there is a security system that drops people into the Negazone.
6 Dracula's Moonbase: Oh hey, you're in Dracula's Moon Castle. Lots of people are here; the real Paul McCartney, the real Michael Jackson, Tupac, Elvis, Bruce Lee, Hitler, etc. The vampire in question is a master of every science, art, and magic there is. Pretty reasonable guy though. If you ask nicely he'll probably let you take the teleporter down to Transylvania.
7 Gagibuzo, Rwanda: Ah Gagibuzo! This scenic village in Africa is home to highly intelligent sapient gorillas. Might want to beat it quick though, they aren't very hospitable to outsiders.
8 Free Choice

Perks: All perks under your origin are discounted 50% except for the 100 CP which is free.

- **General**
    - I Hate Magic (400 CP)
        - You can, technically, stop any spell. There is, however, always a cost. While low level spells can be turned aside with only your own pain, to stop truly powerful magic you may have to sacrifice your true name, or even your life. Use this responsibly.
    - Comic Book Science! (600 CP)
        - Once per jump, you may defy death by literally debating Death over your rapidly cooling corpse. Should you be unable to convince him of your survival, you can attempt to physically accost him with the strength of your soul. Death is persistent though, and will start stalking you afterwards. Expect worse luck, terrifying nightmares, the wrath of spirit kind, and the interest of very powerful entities for the remainder of said jump.

- Studied Under Benjamin Franklin II (800 CP)
    - You have mastered Benjamin Franklin II's clone tech. You can now build a machine that will create perfect clones. They even come with memories and clothes. You can also mash the clones back in with the original, allowing him or her to keep the memories of the copies. Clones will only have any biological abilities and no items more complicated than clothing will survive the process.

- **Drop-in**
    - Astronaut (100 CP)
        - You're a classically trained astronaut! You aren't a master of any particular space related specialty but you could probably fill in in a pinch for most roles on the ISS.
    - The Only Sane Man (200 CP)
        - Unlike some dimensional travellers, you're actually pretty prepared to handle whatever freaky s[redacted] you might encounter. You've got enough breathing techniques, meditation exercises, and raw chutzpah to be at least somewhat productive in the face of whatever bizarre crisis you may be facing. A single zombie certainly won't be enough to have you cowering under your desk.
    - Graduated High School Because of You (400 CP)
        - What you call common sense others call the next best thing to magic. Whenever you're in a position of leadership you can expect you're subordinates and the people you're responsible for to assign *every* positive in their lives to you. In addition, they will either be in denial of your flaws and mistakes or be extremely willing to forgive.
    - Interdimensional Chrononaut (600 CP)
        - Once every month you may summon a past version of yourself from a previous jump for help in a single task or mission. They will have only the perks and items from that jump along with whatever you purchased from the Body Mod Supplement. They will only be as talented in those perks and abilities as you were at the end of said jump. Neither you nor anyone else may steal or copy any of their powers or items. Upon completion of the task or after three days, depending on which occurs first, they will depart back into the Aether. If they had given or lent any power or item, then these too will depart with them. In later jumps if you summon yourself from this jump, your summon will be unable to use this power.
- Sidekick
    - High-Flying Sharpshooting Act (100 CP)
        - You're a classically trained sharpshooting trapeze artist! Expect a significant boost in your acrobatic and gun slinging abilities.
    - Authority 'Stache (200 CP)
        - You freaked out and…grew a mustache? Huh. Well now you get this weird respect all the time . Your facial hair is immaculate and people will be more likely to yield to your authority. No one will find it odd that you have a mustache, regardless of your age or sex. This can be turned off and on after this jump.
    - Hack That Robot! (400 CP)
        - What the hell else do you do in your room all day if not learning how to build robots, hack computers, reroute calls, and all that other new age kid junk? You're also trying out this teenage rebellion thing by getting really into technomancy. You can almost reliably imitate a wizard with your gadgets.
    - You Get Handsome (600 CP)

        - Let's be clear here, you are the mother effing badass kid. You are an extremely competent combatant, bafflingly so considering your age. But your greatest strength isn't your ability to kill every single pirate on an air ship or trick a Ghost Wizard into leaving himself vulnerable, no, it's your potential. Have no doubt; in the inevitable post-apocalyptic future that is every comic book timeline, you are going to be a real hero. This perk will give you a substantial boost to your heroics in the now and will ensure that you can always grow more charismatic in the future. Those ninja zombies/dinosaurs/robotic vacuum cleaners/etc. won't know what hit 'em.
- Ninja
    - Ninja Tricks (100 CP)
        - You know some basic ninja tricks. How to eat with your mask on, how to hide behind a lamp post, disappear in a cloud of smoke, etc. Additionally, you possess very expressive eye brows.
    - Why Did I Pay For An Agriculture Degree Then? (200 CP)
        - Choose one mundane subject that you could major in. You now have the equivalent of a Bachelor's degree in every other mundane subject apart from that one. For an extra undiscounted 200 CP you may elevate your knowledge to be the equivalent of a doctorate or masters in those fields.
    - Master Assassin (400 CP)
        - You are now an extremely competent stealth killer and a master ninja. The really impressive ninja tricks are now your bread and butter. You can smell out secrets, perfectly time demolitions, save poison you've ingested in your tear ducts, and channel your inner energy to attack the supernatural. More importantly, as long as you don't waste this talent on do-gooding, you'll have finally earned the respect of your ninja parents.
    - Doctor of Anatomy (600 CP)
        - After many years of intense martial arts training a ninja may achieve perfect control over their own anatomy, gaining the ability to shift muscles, veins, bones, and even organs to their own whims. You have taken this ability to the next level. You can now understand the anatomy of any creature and can cure any disease, mystical or otherwise. However, there is one caveat: your cures must be ludicrously dangerous, seemingly insane, and outrageously over the top.
- Radical Landsman
    - Extreme Sports Enthusiast (100 CP)
        - You could win the X-Games. What's that? Which game at the X-Games? Why, all of them of course. For Earth standards, you are a master of any and all extreme sports and hobbies.
    - Perfectly Legitimate Businessman (200 CP)
        - Maybe they're lazy or maybe you're just that likeable, but it seems that no one really digs further into your business ventures. Cops will shirk any responsibility when your organized "mob" runs elaborate heists and local governments will be fine with your Fireworks and Dune Buggy factory operating in the middle of downtown. This won't protect against personal vendettas nor against the whims of crazy people. You'll still have to watch yourself around vigilantes and Hobo Kings.
    - Radical Genetics (400 CP)
        - Choose any three mundane objects, animals, or professions. You now gain an alternate form that's some sort of strange amalgamation of the three. For example: Shark + Jet + Machine Gun might equal a Shark with a Jet engine and machine guns for fins, a Jet Figher that shoots tiny sharks out of its machine guns, or a metal shark that can spray bullets from its mouth and can swim incredibly quickly.

- Long Live the King (600 CP)
    - Bah! What do these fools know of politics and keikaku?! You were playing politics with wizards and immortal unicorns when they were answering questions at town hall meetings. You have the cunning, guile, patience, and sheer ruthlessness required to truly be the most radical man from the Radical Lands. Time travel, dimension jumping, strange magic, pure chaos, nothing is going stand in your way and everything is accounted for. Not even the most dedicated Batman Expy can figure out your machinations.

Items: All discounts are 50%

- Ninja Mask (Free for all)
    - Your standard flame proof ninja mask. It'll only rip when it's dramatically appropriate. Kind of a s[redacted] disguise unless you're trying to look like a ninja.
- Luchadore Mask (100 CP)
    - Hey, there we go! Now this is a stylish disguise. Effective too, not even your father would know it's you under there.
- Dirt Bike (100 CP) (Free Radical Lander)
    - Tuned up dirt bike. Probably not street legal. Respawns in you warehouse a week after it inevitably gets blown up. You may import any non-sapient steed you have and give them a bitching alt form.
- Honda Accord (100 CP) (Free Ninja)
    - Very sensible vehicle. Respawns in your warehouse a week after it inevitably gets blown up. You may import any vehicle you own to give it a sensible alt form.
- Astronaut Outfit (100 CP) (Free Drop-in)
    - Purple astronaut gear. The very best in post-apocalyptic technology. (*Its about par with modern astronaut outfits. Which is impressive when you think about it*.)
- True Dew (200 CP) (Discounted for Radical Lander)
    - The drink you know as Mountain Dew is joke. A pale imitation of a rare and exquisite liquor distilled from the juice of the berries of the near extinct Extremus Bush. In your possession is a bottle of everful True Dew, a liquor normally hoarded and sold in small quantities to the extremely wealthy. Do be warned though, there are men that would kill for this.
- Heritage Weapons (200 CP) (Discounted Sidekick)
    - These are no coward's weapons, they belonged to your father. Or grandmother. Or great uncle. What's important is that these two well-crafted six shooters are an important part of your cultural legacy and as such cannot be removed or confiscated by any greater legal authority or business. You may also import a weapon. Within reason. I don't care if your father was Zechs Merquise you can't take the Tallgeese III into the movie theatre.
- Holy Weaponry (200)
    - A weapon of your choice, blessed in order to defeat ghosts and spirits. May be an import.
- Chainsaw-Nunchuks (200)
    - Need I say more?
- Inoktek Legacy Book (400 CP)
    - You have a copy of the book left behind by the Inoktek to teach the world the secrets behind their technology. Inside you can find a variety of robot models and devious traps along with information on how to power technology using ghosts as well as how to make your creations last millennia.

- Town Sized Mech (800 CP)
    - Stands a few hundred feet tall and possesses melee and long ranged weapons. Powered by ghosts. Don't know what you're planning to do with this but I think it's safe to say it's going to be pretty rad.
- Moon Castle (800 CP)
    - A gothic, sprawling Moon Castle appears in a contained environment on the nearest moon. Changes you make to it will follow you from Jump to Jump.
- Unstable Time Portal (800 CP)
    - I'm having trouble understanding why you want this. A cavern accessible by way of trapdoor is added to your Warehouse, inside of which is a nexus of unstable Dimensional and Time Energy. When I say unstable I really do mean unstable. You will never be able to safely harness or study this; the energy will cause bizarre and dangerous phenomena to appear in the cavern and using the space as storage may result in drastic and unpredictable changes to anything left inside. I suppose you could throw your trash into it.
- Gorilla Companion (400 CP) (Discounted Ninja)
    - You've befriended an intelligent sapient Gorilla. She or he is trained in most weaponry and the Microsoft Office Suite. Very able bodied assistant, if a bit easily angered.
- Raptor Companion (400 CP) (Discounted Sidekick)
    - A dinosaur companion of near human intellect. He's pretty impulsive and will only allow you to ride him, but he'll always be a loyal and competent ally in battle.
- Import Companion (50 CP for one/300 CP for 8)
    - You may choose to import companions at 50 CP each or 300 CP for the package deal of eight. They can choose any origin for free and have 300 CP to spend on perks or items. You may also choose to meet new companions when you enter the world.
- Canon Companion (400 CP)
    - You may choose any one canon character to come with you on future jumps. You'll still have to convince them, but with this purchase the universe will endeavor to make you friends.

Drawbacks: You may choose any number of the following drawbacks, however you can only attain an extra 600 CP.

- (+0 CP) Stolen Pizza – Stolen Lives
    - This universe now crosses over with Axe Cop somewhat regularly.
- (+100 CP) Judy, I Don't Speak Sign Language
    - You are now stuck as an intelligent sapient Gorilla. You can only communicate through grunts and sign language. Should you find a way to translate your signs to a human language, it will always be faulty and frequently embarrassing. After this jump you may treat this as an alternate form.
- (+100 CP) Batman Super Fan
    - You're obsessed with becoming Batman. You will endeavor to follow in his footsteps as a vigilante and will be tormented should you actually kill someone. Unlike the Doc, this will result in more palpable trauma. Much like the Doc, this will impede your social life.
- (+200 CP) Doc Finds You Suspicious
    - Dr. McNinja just knows that you are totally up to something nefarious. He will spend a great deal of effort foiling all of your plans out of principle and will not be swayed by any evidence or argument. This is a good time to remind you that **He is a Ninja** and also that **Dr. McNinja is Crazy**.
- (+200 CP) Most Rad.

    - You are in the way of the most radical man from the Radical Lands. This will not stand. Expect King Radical to send goons and assassins after you and include your death in any of his plans. It should be noted that he has hired Mitzi McNinja to kill political opponents in the past.
- (+300 CP) Nasaghasts
    - The Nasaghast believe you to be an enemy of all astronauts and will constantly hunt you. Should they find you they will suck the life from your body and your chain will be over. You may run or hide but the ghasts themselves are eternal. You can put two of three down for a few days with anti-ghost techniques, but the third is relentless. No form of trap or sealing will stop him for more than a few hours at best. Be warned, they are crafty and intelligent.
- (+300 CP) Bleakest Timeline
    - What's this? This isn't the right Cumberland, Maryland at all. The dinosaurs that were blasted into space and irradiated with strange cosmic radiation have returned to the Earth after many millions of years and have subjugated the human species with their superior technology. You arrive shortly after Dan and Mitzi McNinja give their lives to kill the Horrorsaurus. In this timeline Dr.McNinja and Chuck Goodrich will never appear out of the time portal to save the day. You will be stuck here until both dinosaurs and humans are living in harmony, or until every single intelligent dinosaur is dead. You may not seek Dracula's assistance; he has decided that he really likes the taste of sapient dinosaur blood.
- (+600 CP) Knife Eye ATAAAACK!
    - Many years ago seven wizards attempted to defeat Dracula. The LORD OF ALL VAMPIRES killed them and bound them to haunt the planet as Ghost Wizards bound to his will. For whatever reason he has decided to send the seven after you. While these wizards would normally be cursed to only cast three spells a piece, Dracula has lifted his curse, allowing them access to their full repertoire. I have, in turn, also elevated their individual power to your own. Should you manage to defeat the seven you will face Dracula himself on your ninth year.

End: So you survived ten years here! Congratulations! You now have three options:

- **Stay**: Like the idea of settling down here? Understandable, this is a pretty awesome place. If you do choose to stay all drawbacks will be removed. If you chose the Bleakest Timeline drawback you may either continue in that timeline or hop into the original timeline, starting right when the Doc meets Gordito.
- **Go Home**: Maybe this place reminded you of home or maybe you're just tired of all ridiculous s[redacted] you've been put through. Regardless you may choose to end your jumping days and return home with all of your perks and items.
- **The Adventures Dr. McJumper**: Continue your adventures and jump to another world. As with the other options you'll be able to keep your powers and items and all drawbacks will be revoked.

Notes:

The time portal under Cumberland is extremely volatile. Should you get caught in a time loop or lost in the timestream it will count as a loss and you'll be sent home. Meddle with the time portal at your own risk. The time portal in your Warehouse will be just as bad.