

Wed, Woo, Wipeout Jump

Version 1.0

Original CYOA & Concept By Surinical Jump Document By LJGV/SinGod

In this curiously aquatic world, an alien demon and her captive human are about to set in motion a strange scheme. This odd scheme involves an act of romance, an act of friendship, and an act of violence, all three of which are aimed at mermaids, or *nereids* as they refer to themselves.

The human's willingness to go along with this scheme is up for debate, but the demon is forcing their hand one way or another. Which are you? Are you the demon? Are you the human? Or are you one of their potential victims?

You now have 1000 Mermaid Points. Use them wisely.

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

Origin:

All three origins can be taken as drop-ins. You can decide your age and gender for free in this jump, so long as you are an adult. Additionally, you don't have to be *the* people, if you're a human or demon, but it narratively makes the most sense for you to be one of the two of them. Still, feel free to be *another* human or demon if you wish. **In other jumps your form here is an alt-form you can adopt at will (Barring drawbacks).**

Human (Free): A human from Earth, at least if the words of the demon are to be believed. You were born somewhere on Earth and have faint memories of Earth, though if you are lucky you might get to leave here and return to your birthplace.

Demon (Free): A demon… You have dark mystical powers, can fly, and are capable of wicked things, though your actions are still your own. It seems you might have acquired some strange objects lately…

Nereid (Free): One of the natives of this… *realm*. You are a merperson, a nereid (though that implies you are a woman, and you don't have to be) capable of a litany of supernatural traits, depending on where you live beneath the *Manifest*. At a bare minimum, you can do things like breathe underwater and deftly navigate this three-dimensional space. **Pick a Nereid and gain a lesser version of the powers they'd give someone who "Wipes them out" using the knife.**

Starting Location:

There is one starting location here. *Submergence Within The Manifest*.

1. **Submergence Within the Manifest**

This aquatic world is filled with ruins, only most of which are submerged, and piscine life. The local humanoids are merpeople, many of whom have manifested curious traits. Some of their new abilities are biological and rooted in evolution, while others are stranger, mildly more esoteric things. You can pick where you start freely.

Perks:

All perks are toggleable.

Human Perks:

Swimmer (100 MP): Well, at least you're good at swimming. This makes you an Olympic-level swimmer, comparable to world record holders when it comes to aquatic acrobatics and maneuvering beneath the waves.

Truth Detector (200 MP): You can tell when people are being upfront with you. When someone is honest with you, you intuitively know they are telling the truth. This is a supernatural ability, but is not some absolute correctness detection. You know when people believe what they tell you, and when they are being honest with you. What does this sense tell you about the demon?

Explorer (400 MP): You have a way about you that gives you an excellent sense of direction and allows you to make friends of varying cultures and species with remarkable ease. You are able to be welcomed all over the world, and in future worlds you visit, as well as learn languages much faster, coming out to a 10x learning boost to help you figure out how to communicate with new friends.

Romantic At Heart (600 MP): You little softie! You're a romantic, in tune with your emotions and capable of expressing your feelings with sometimes stunning sincerity and charisma. This makes you more attractive, on the inside at least, and with this, you are far more able to persuade people to follow their hearts.

Demon Perks:

Mystical Physiology (100 MP): You are a demon. That has some negative connotations, sure, but it's not all bad. You can fly, you can use magic, and you're intune with sins and corruption. You can size up people's hearts with a glance and with enough creativity can use that in clever ways.

Bullshitter (200 MP): When you lie to people you are believed, barring them knowing about conclusive evidence you are lying in advance. This is incredibly powerful when it comes to mundane people, and can fool people with supernatural truth-detection so long as you are stronger than they are. That said, if they know about evidence you are lying then even normal people can call your bluffs.

Treasure Tracker (400 MP): The omniverse is filled with remarkable treasures. From spaceships that can obliterate planets, to mystical wands that can revive the dead, treasures abound. And it wouldn't do for such objects to be lost forever, would it? No, they'll be found… By you. You have an uncanny ability to uncover rumors regarding lost treasures, determine their accuracy, and find said treasures. You are a bloodhound when it comes to sniffing out ancient artifacts and mystical relics!

Supernatural Slayer (600 MP): Demons have plenty of foes. Only some of their many enemies are normal beings that can be stabbed with any old knife or fork, or shot with a regular gun. No, many of the foes of demons are esoteric enemies, creatures that require more than a good right hook to take down. Fortunately for you, you're an expert at figuring out enemy weaknesses. You know what to research, look up, and track down to beat your foes. This also gives even your most mundane attacks a very slight kick to them, enough that they can ever so slightly pierce supernatural defenses, dealing minuscule amounts of damage. Some believe in death by a thousand cuts, but sometimes you'll need a million to get the job done. Still, "Invincible" beings better watch their backs.

Nereid Perks:

Nature Vs. Nurture (100 MP): You are shaped by your environment in a very real way. If you stay in a place long enough you begin to take on traits of your surroundings. By default you gain a small but nice bonus to some attribute of yours based on your starting location in a jump. By itself this perk only gives you one such bonus, which is only as long-lived as you primarily inhabit a single given area in a jump. When your bonus starts to shift you can nudge it in gentle ways, helping guide it towards something conducive to your goals.

Keen Personality (200 MP): Some facets of your personality bleeds into your abilities. If you are kind and generous your kindness and generosity bleed into your healing abilities, subtly enhancing them. If you are witty and intelligent your magic that relates to scrying and divination has just a bit more kick.

Mystic Historian (400 MP): The *Manifest* is a place of powerful mysticism and ancient secrets. And you know at least some such secrets. You enter each jump with an updating database of historical knowledge, particularly as it relates to the supernatural and the mystical. You also intuitively know if supernatural beings exist in future jumps and if such settings house supernatural phenomena beyond yourself.

Friendly Heart (600 MP): You are a nereid with friendship in your heart and mind. This gives you an aura of charisma, friendliness, and joy, one which is powerfully contagious and which makes you a fierce leader of your kind and animals alike. Animals heed your call, obey you, and members of your own species (this is universal, if you have a dragon alt-form and meet a dragon while in your dragon alt-form the effects of this perk will apply. If you just have a dragon alt-form and are not using it you'll gain a reduced benefit but still much better than nothing) will consider you a friend and leader. You are especially good at inter-nereid diplomacy.

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 100 SP 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.

Human Items:

A Strange Mask (100 MP): A simple mask that lets you breathe underwater. This mask also protects you from pressure and other environmental effects of being submerged.

Waterproof Book (200 MP): This is a book of intriguing tales from Earth. When you are telling tales in this book you get a slight boost to your charisma and storytelling abilities. Alternatively this can be a waterproof set of games you can play with nereids or other such underwater beings.

Waterproof Rations (400 MP): Your mask doesn't mean you can skip eating, and not everyone loves seafood. So you have this. This is a replenishing supply of food pellets that are completely waterproof, can feed anyone, and taste delicious. These nutritious meals are perfect for the intrepid underwater explorer.

Ring (600 MP): This potent eldritch artifact is a simple, yet lovingly crafted wedding band. This item, when given to someone, awakens any latent romantic feelings or interests they feel towards you. This will also dramatically enhance your charisma when dealing with someone who has been given the ring. If the ring doesn't awaken any feelings in someone it's because they have zero romantic interest, this doesn't weaken the ring and they'll be filled with an irresistible urge to give it back to you. You can regain the ring by willing it to return to you, but doing so causes the effects of it to fade which can result in fights and anger if you did not truly earn the love you were given. You can reuse it.

Demon Items:

Environmental Tools (100 MP): If you're gonna send agents out into the world, you're gonna need to equip them with what they need to survive. This is an adaptable set of mystical equipment that can easily allow even humans to survive the terrors of a variety of environments.

Dark Spellbook (200 MP): This is a book of shifting shadows and eldritch tongues. This teaches you the magic needed to enchant items and create mystical tools that are molded and shaped in your image, taking on facets of your perks and being loyal to you such that they will not work against you or your interests. This still takes craftsmanship and magic, but if you have those things… there's a lot you can do.

A Soul (400 MP): At the start of every jump you kick things off with the soul of a bumbling human in your possession. There's a lot you can do with this, from devouring it to instantly destroy the human, to bargaining with them for it and giving them hope you'll give it back.

Knife (600 MP): This is said to be one of the titan-slaying tools of a god. And yet it doesn't actually kill when you use it on someone, weirdly enough. What this knife does is store the essence of those you stab with it, letting you release that essence into yourself and giving you abilities related to theirs, which manifest as an alt-form you can don at will, or even share their essence with someone or something else which does the same thing for them. For now it can only hold a single essence but so long as you give out the essence it'll work again and again. Curiously this item may work differently on Titans…

Nereid Items:

Animal Ally (100 MP): You initiate each jump with a notable animal ally. In this jump it'll be a sea beast of some power, such as a small whale or an impossibly swift swordfish. In each jump this gives you a new beast, or rather your animal friend gets a new alt-form it can morph into. This animal ally is immortal and if slain it'll recover over the course of a month before reappearing beside you good as new, unless it is purposefully slain by you in any situation other than utter desperation in which case it won't reappear for the whole jump and at the start of the next jump you will get a new animal ally that does not have the old one's forms.

Weapons (200 MP): This is a small array of mystical weapons that have been enchanted and treated to function just as effectively underwater as they do on dry land. This includes bows and arrows not affected by water resistance, hammers that hit just as hard underwater as they do on dry land, and spears you can hurl that slice through water.

Mystical Artifact (400 MP): There are a number of mystical artifacts in this setting. The Arithrocon, for example, is a computer one hundred times faster than any in the mundane world has ever been. There is also the Garden of Petal Falls, a place where blossoming flowers and water intersect doubling the magic of mystical artifacts especially as it relates to their usability instead of focusing on their overt power. You can select one of the varied artifacts in this place and take it with you, with it gaining fiat-backing and an appropriate place in your warehouse if needed (most of these can be found in the Woo section of a variety of Nereid's descriptions!). You can repurchase this item for more than one artifact, but only a second purchase is undiscounted.

Rose (600 MP): This is the ultimate tool for diplomats. This rose is a promise flower, one that assures friendship if it were at all possible. This flower, when given to someone, awakens and matures feelings of peaceful serenity and deep friendship between the person giving it and the person to whom it is given. With this you will almost assuredly gain access to places they guard and treasure.

Companions & Followers

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

New Friends (50 MP): This option is for companioning other Surinical-verse beings. By paying here you gain a token you can use to give someone, or something (so long as it's sapient), 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… *Surinical-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.

Soulful Schemes:

A demon awakens you and tells you she needs you to do something for her. She gives you four odd artifacts, one is a mask that lets you breathe underwater. The other three are a ring, a rose, and a knife. You are to use these objects on local mermaids; you are to give one the ring, another the rose, and stab the last one with the knife. You are told, if you do this, that you will get back something precious to you.

Reward:
When you give back the tools that your demonic handler gave you, you think you've seen the last of the eldritch objects. And yet days later, be you on Earth or still in the *Manifest*, you find the artifacts returned to you, humming with power and ready to be used again. Curious… You are also given back the precious thing that was taken from you. You never see the demon again, unless you track her down somehow.

Stopping Sinister Supernaturals:

You decide not to cooperate with the demon, but you probably play along. If you do you get the tools, and you can go to the sunken parts of this weird sea and interact with the nereids here. If you reveal the truth, your tools are examined and you are informed that they reek of something similar to magical energy found in the *Hidden Sun*, a supernatural anti-energy that can neutralize magic. The nereids befriend you genuinely, and everyone collaborates to figure out what to do. Multiple options present themselves, such as using the artifacts on those willing to feel their effects, or neutralizing them. Eventually though the succubus responsible for all of this figures out the truth and in an act of retaliation puts her broader plot in motion by awakening the dread titan Zul-Drefr, an unstoppable daughter of the World-Serpent who lashed out in the wake of her sister's death and sunk the world.

Zul-Drefr presents a threat to everyone in the world. It was she who sunk all but the tallest mountains long ago and now that she is awake again who knows what she could do… Old hostilities and rivalries are set aside to find a way to defeat her. Some possibilities include the knife, or even her very own spawn (or that of her sister at least) borne of the *Last Pure Unwatered Down Egg Of Dreffr*. She must be tamed, befriended, surrendered to, or she must be brought low. If you neutralized the tools, the proximity of the titan reignites them, filling them with primal, primordial power.

Reward:

Your copies of the titan-slaying artifacts are returned to you, now fully and truly yours. You also get the friendship, loyalty, and maybe even love of the nereids you helped (or of Zul-Drefr if you aided her, or somehow brought her to your side). Any of the nereids you wish to bring with you can follow you as followers, given a human form by the excessive magic of the titan in the wake of the end of her calamity. If you slew her with the knife or some other power absorber, you gain **Titanborn**, which gives you a massive titan alt-form very similar to hers and powers like hers but weaker in scale. You need time to mature. She can also give you this, if you find some *everyone wins* scenario, or if you betray the Nereids, by giving you a single kiss.

Drawbacks:

Extended Stay (Varies): Each purchase you select allows you to stay for another ten years and gives you 100 RP 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.

Stereotypes (100 MP): 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 MP): 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.

Submerged Susipicion(100 MP): The lion's share of nereids here will view you with some suspicion. This won't be enough to be more than a small inconvenience, unless you opt to get more points from this, but people will certainly make snide remarks even to your face with just this, and hermits will deeply dislike you.

Realism (100 MP): No matter the power you have, 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 MP): Things like teleportation magic or perks just do not work with you. If you're gonna travel *The Manifest* you have to do it the old-fashioned way.

Exhaustion Abounds (200 MP): Swimming is deeply taxing for you, a brutal activity that is tough for even professional athletes. This is even worse if you're a nereid.

Disruptions Abound (200 MP): 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.

Animal Adversary(200 MP): For some reason, animals really, really don't like you. Or maybe they like you too much. Somehow you have regular encounters with monsters. This doesn't make them smarter or stronger, thankfully.

Dramatic Bastard (400 MP): 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 someone here can be a way to court disaster.

Amphibious No More (400 MP): Any means you have of breathing underwater, be it a mask or an alt-form is now rendered less effective. You must periodically resurface or find some sort of air pocket to stay underwater for truly long periods of time.

Sly Snake (400 MP): 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 MP): 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.

Wrath of a Succubus (600 MP): The succubus who supposedly took something of yours is a lot less patient now. She is determined to get you to do her bidding, and will actively, repeatedly, and forcefully try to move you to act.

Zul-Drefr Stirs (600 MP): Normally Zul-Dreft awakening would be dependent on a scenario, but with this Zul-Drefr stirs much earlier, and is virtually impossible to get to relax, requiring that she be defeated, though not necessarily killed, for you to get her to calm down. For an additional 200 MP, this also causes the egg to hatch and produce a creature that is a baby titaness, one which immediately goes berserk.

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 MP and add any final bits to your build you wish, in exchange for making the Surinical-verse your new home. Plenty of OTHER worlds exist in this setting, 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

-Another relatively low-power CYOA jump completed. I made up a decent amount of stuff here, but I took from the actual CYOA so nothing is completely and wholly made up.
-This was a simple two page CYOA (counting the secret Zul-Drefr page).
-There's actually a lot someone can get from this, but barring you going all out on drawbacks it'd be a bit tough to grab everything. Still, there's a lot of fun to be had.
-I'd say the last egg, if you get that using the mystical artifact item, births a baby titaness who can be tamed with the right perks.