

Approximately 1000 years ago, the Great Mushroom War scoured the world of civilization causing an enormous chunk to be taken out of the planet and producing a post-apocalyptic full of roving bands of hideously mutated freaks.

Now the continent of Ooo has recovered (sort of) and has divided into various kingdoms themed around a specific concept (ice, breakfast, etc.) and home to people made out of whatever their kingdom is.

You are travelling to the land of Ooo - made up of highly varying kingdoms, climates and people and full of monsters, dungeons, heroes, princesses, strange goings on and, above all, adventure.

You will arrive at around the time of the first episode, the Lich is stuck in his amber prison (for now) and Lumpy Space Princess is still living with her parents.

You will spend the next 10 years in Ooo.

You have 1000 CP to spend.

Section One
Region

Choose a starting region for 100 CP or roll 1D8 for free

1 Candy Kingdom:

A large, mostly safe, candy based kingdom of candy people ruled by Princess Bubblegum.



2 Ice Kingdom:

A glacial northern portion of Ooo, ruled by the Ice King and inhabited mostly by penguins.



3 Fire Kingdom:

A hostile, molten Kingdom of Fire. Ruled by the Flame King. Comes with a temporary Flame Shield spell.



4 Breakfast Kingdom:

Located in the Badlands, the Breakfast Kingdom is made up of Breakfast based buildings and inhabitants.



5 Wildberry Kingdom:

A Kingdom made up of berry bushes and inhabited by berry people. It is ruled by Wildberry Princess.



6 Lumpy Space:

A different dimension entirely made up of space, lumpy clouds and lumpy people. May be tricky to leave.



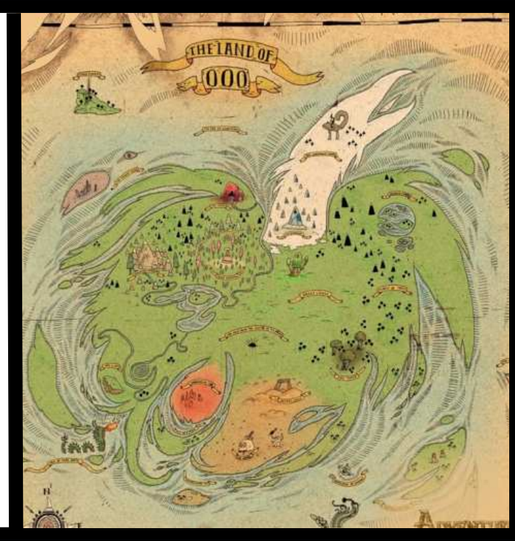
7 Wizard City:

A magical city of especially cliquey wizards. May get arrested if not a wizard. Wizards only, fools.



8 Free Choice:

Mathematical! You get to choose anywhere in Ooo as your starting location.



Section Two
Identity

Roll 1D8+10 to determine your age
You may change gender for 100 CP

You may choose an alternate form to represent your history in this realm. This can be of any sentient species shown in Adventure Time as long as being a member of that species grants no significant practical advantages or has significant weaknesses to offset these (e.g. flame people's vulnerability to water).

Drop-In:

+No memories affecting your actions.

-No history or friends in Ooo.

You wake up in your region. Some locals approach and there are some mutterings about you looking like you might be a human boy/girl (unless you're in the Ice Kingdom in which case you wake up to penguins staring at you).

Adventurer:

+Experience fighting and familiar with various threats in Ooo.

-No formal education.

You are an established adventurer with a home and small hoard of treasure. You have friends in a many places who provide jobs and rumours. You are strong and tough enough to withstand the various threats you've faced up to this point while dungeon diving.

Scientist:

+Knowledge of science and technology in Ooo.

-Find the term 'magic' irritating, limited combat experience.

You are a scientist in Ooo. Whether it's repairing cars, building space ships or reversing accidental zombification you can sort it out given a lab, the right materials and enough time. You live in a small house with adjoining lab and are friendly with the locals.

Wizard:

+Magical powers, free access Wizard City.

-Wizard society is very elitist.

You are a wizard. You have basic magic powers of some sort. This manifests itself as a somewhat powerful specific sort of offensive magic (lasers, fire, ice, lightning, magic arrows etc.). The manner of wizard you are is up to you. Choosing something overpowered results in you having Abracadaniel's skillset. Comes with house.

Section Three

Skills & Abilities

Discounts cost 50% of full price

Hero Heart

You are very brave and will keep a cool head in dangerous or frightening situations.

100 CP, Free Adventurer

Auto-tune

You seem to have swallowed a computer. You can sing perfectly with an auto-tune effect.

100 CP, Free Scientist

Wiz Biz

You know various secret wizard handshakes, passwords and secrets.

100 CP, Free Wizard

Beautiful Hair

You have exceptionally beautiful hair. Revealing it from under a hat is likely to greatly impress.

100 CP, Free Drop-In

Generate Mayonnaise

You can generate endless, thick streams of high quality mayonnaise from your fingers.

100 CP, Discount Wizard

Power Shriek

The most shameful sort of magic. You can shriek at people close by with such power that they become unconscious.

100 CP, Discount Wizard

Hit in the Boingloings

You can (eventually) always convince someone to look in a different direction by making repetitive outlandish statements about what is going on over there.

100 CP

Dungeoneering

You quickly and efficiently travel through dangerous places and immediately notice traps, places of interest and loot.

200 CP, Discount Adventurer

Rocket Scientist

You are talented when it comes to the engineering and maintenance of rocket-ships and other vehicles. All you need is some scrap to get started.

200 CP, Discount Scientist

Floop the Pig

You're naturally brilliant at any and all card games and tend to win even if you don't totally understand the rules.

200 CP

James Baxter Good

You have a knack for making people happy and will inevitably find a universally entertaining routine with which to do so.

200 CP

Approximate Knowledge

You have approximate knowledge of many things. You commonly get a sense of insight and know things you couldn't possibly know about the people and things around you. Unfortunately you're always very slightly incorrect.

200 CP

Astral Projection

You have the ability to leave your body while you sleep allowing you to float around the world at high speeds, only extremely powerful cosmic entities can see you while you're doing this. You can also go to the Astral Plane and seek the help of the Astral Beast if you're trapped but will have to dance to seek it's favour.

300 CP, Discount Drop-In

Monstrous Form

You can turn into a large and extremely powerful monster. No magical skills come with this bar greatly enhanced size and strength. Design is largely up to you.

300 CP, Discount Drop-In

Suckin' at something...

...is the first step towards being sort of good at something. You find that you learn new skills quickly. While this doesn't mean you'll master something faster it does make the step between being a beginner and being capable a great deal shorter.

300 CP, Discount Adventurer

Analysis

You have the skill and insight to make powerful analytical tools. Such tools are capable of showing you the physical makeup of the things you come across, detect magic and alert you to hidden doorways.

300 CP, Discount Scientist

Life Giving Magus

You have the rare magical power of giving life to inanimate objects. They tend to have a random personality and level of intelligence but they'll be positively disposed to you (at least to start with).

300 CP, Discount Wizard

Partswap

You have the strange ability to swap parts of your body out for those stolen from other people/ creatures. Magical parts may act erratically.

400 CP

Door Lord

By throwing a key you may create a portal (that appears as a normal door) through which you (and others) can travel to any location in the same dimension. Comes with a hat with a little door on it.

400 CP

Party God's Favour

You can, at will, awaken the power of a thousand partying demons within yourself. This will give you immense power to help in completing a specific objective, unfortunately you will become so overloaded with party energy that you will destroy everything in your path until it's done.

400 CP

Croak Dream

You have dreams detailing the circumstances in which you would otherwise die in the next 24 hours. You may use this knowledge to prevent your death.

500 CP, Discount Drop-In

My Hero

You are a renowned hero wherever you go. People are inspired, thrilled and excited by your presence and evildoers fear you.

600 CP, Discount Adventurer

Brilliant Inventor

You are an inspired inventor, capable of creating true scientific wonders. Giant robots and age changes are a foregone conclusion. Things rarely backfire. Rarely.

600 CP, Discount Scientist

Archmage

You have a reputation as a great wizard, can speak mysteriously and at length on any subject, would be the belle of any secret society and you actually know quite a bit about magic. Your magical abilities are considerably boosted and you know some pretty weird arcane rituals.

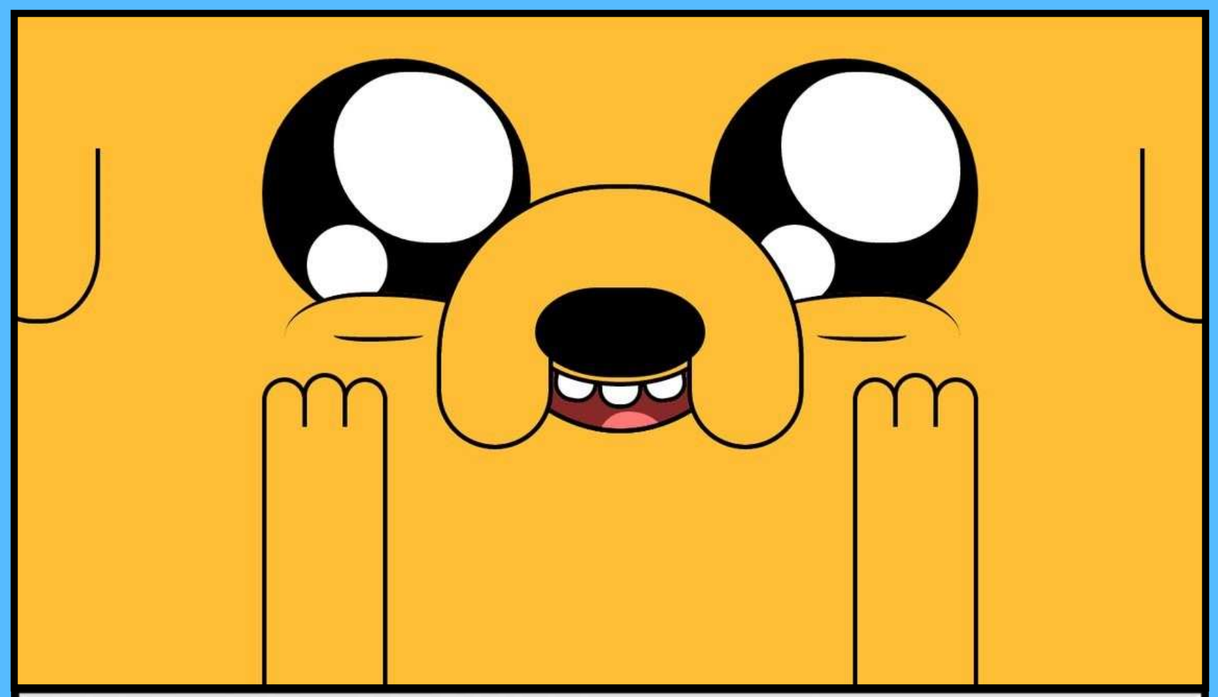
600 CP, Discount Wizard



Elemental Monarch

You have the power to spontaneously produce, intricately manipulate and even create elementals of one of the four basic elements of existence (ice, fire, candy and slime). Creating a whole kingdom will likely not take too long.

600 CP



Shape-Shifter

You are the hybrid offspring of a shape changing monster from another planet/dimension. You are capable of changing your size considerably and contorting your body into bizarre shapes. There seems to be an upper limit on the extent to which you can safely stretch but you have to really push yourself to find it. Your colour scheme and face stay the same regardless of your shape.

600 CP



Lich

Well maybe not *the Lich* but certainly a lich - A herald of death, doom and possibly the undying physical manifestation of a mushroom bomb. You have the power to bring despair to those around you, throw eerie green flames, cause objects you come into contact with directly to decay and possess the bodies of living things.

600 CP



Vampire Monarch

The true vampires are all extinct but for you. You have powerful telekinesis, telepathy, hydrokinesis, and quick but short-ranged teleportation as well as the highly enhanced physical abilities and agelessness of your kind. You may also create vampires who may develop a range of abilities different to your own.

You may choose an alternate power-set from the *Notes*.

600 CP

Section Four
Gear & Misc

Discounts cost 50% of full price

Heat Signature I-III

A box set of the Heat Signature movies. The beloved submarine action/thriller series that even ghosts enjoy.

50 CP

Card Wars

A vast stack of cards of the popular, super-complicated, hologram, strategy card game. Enough for a dozen or so unique decks, also comes with a board to play it on and a rulebook.

50 CP

Mind Games

(By Jay T. Doggzone)

A popular book of dating advice and pick-up techniques. Full of bad advice that sometimes works.

50 CP

Bag of Little People

A bag of miniature versions of you and those closest to you. They're mostly simplistic copies of people but they interact with each other and you can influence them through prodding. They communicate with each other in a nonsensical language.

50 CP

Apple Pies

Three large, freshly baked apple pies made by Tree Trunks. Delicious but ruined the moment a fly touches it. One appears every day.

50 CP

Poobrain Disguise

An inflatable horse costume with highly unsettling eyes. While people will not welcome the presence of such a horse in their vicinity they will basically never see through the disguise.

100 CP

Universal Translator

A speaker worn round the neck that translates the speaker's voice into a language known by those listening. Has an old man's voice.

100 CP, Discount Scientist

Tree Fort Seed

A seed that quickly grows into a large and hospitable treehouse. You'll need to furnish it yourself but it has plenty of space, is easily defensible and has a hollowed trunk for storing vast amounts of treasure.

100 CP

Royal Tarts

The most delicious treats in all of Ooo. So tantalizing that scores of criminals will risk their life for a single bite. You have a large anti-gravity container (required to keep the tarts perfect) that replenishes eight of the tarts daily.

100 CP

Come Along With Me

You may import up to 8 companions for 50 CP granting them a form of your choice suitable for the land of Ooo.

Alternatively you may pay 50 CP to give a single companion a form, a free *Identity* and 400 CP to spend on *Skills* (and *Gear* priced 50 CP). For 100 CP you may grant 4 companions these bonuses and for 200 CP you may grant them to 8.

Alternatively you may take canon characters as companions although they get no CP at a cost of 100 CP for up to 8.

Lute Suit

A slightly absurd looking outfit. Is guaranteed to either woo someone or make them laugh when you sing a song to them.

Comes with a lute.

100 CP

Rainicorn Horn

An ethically sourced Rainicorn horn that shoots rainbows that allow you to change the colour of pretty much any object, creature or person.

100 CP

Enchiridion

The heroes handbook. Full of very useful tips and information for heroes in Ooo. Updates to provide useful information for other settings.

200 CP, Discount Adventurer

Holo-Pendants

A pair of holo-pendants. Provides hologram map of local area and allows for communication between wearers regardless of proximity.

200 CP, Discount Scientist

Cyclops Tears

A small bottle of Cyclops tears. When applied to the body it heals all wounds and illnesses.

200 CP, Discount Wizard

Spider Wand

A wand that shoots large amounts of spider silk at the target. Easily incapacitates most human sized targets.

200 CP, Discount Wizard

Ax Bass

A battle-axe that's been converted into a bass guitar. Heavy and potently (albeit vaguely) magical, mostly just a good bass and a good axe. Does not dull.

200 CP, Discount Drop-In

Battle Moon

A small moon that orbits around you. Fires lightning to both electrocute opponents and intercept projectiles.

300 CP, Discount Scientist

Armour of Zeldron

An excellent, enchanted, almost impervious but ridiculous breastplate and helmet.

400 CP, Discount Drop-In

A Blade of Grass

A technically cursed sword made out of a single magical blade of grass. Can switch between sword form and a grass bracelet around your forearm. Hard and demonically sharp. Regenerates.

400 CP, Discount Drop-In

Demon Blood Sword

A magically sharp, hard and insanely durable sword made out of solidified demon blood.

400 CP, Discount Adventurer

BMO

A small robot/games console/camera with the capacity to have fun. Friendly, helpful and loyal. Does weird stuff when you're out. You may import an existing companion into this role.

400 CP, Discount Scientist

Magical Pet/Sibling

You have a magical animal step-sibling with shape-shifting abilities. Loyal, powerful and fun to be around but easily distracted and a little dim. You may import an existing companion into this role.

600 CP, Discount Drop-In

Billy's Gauntlet

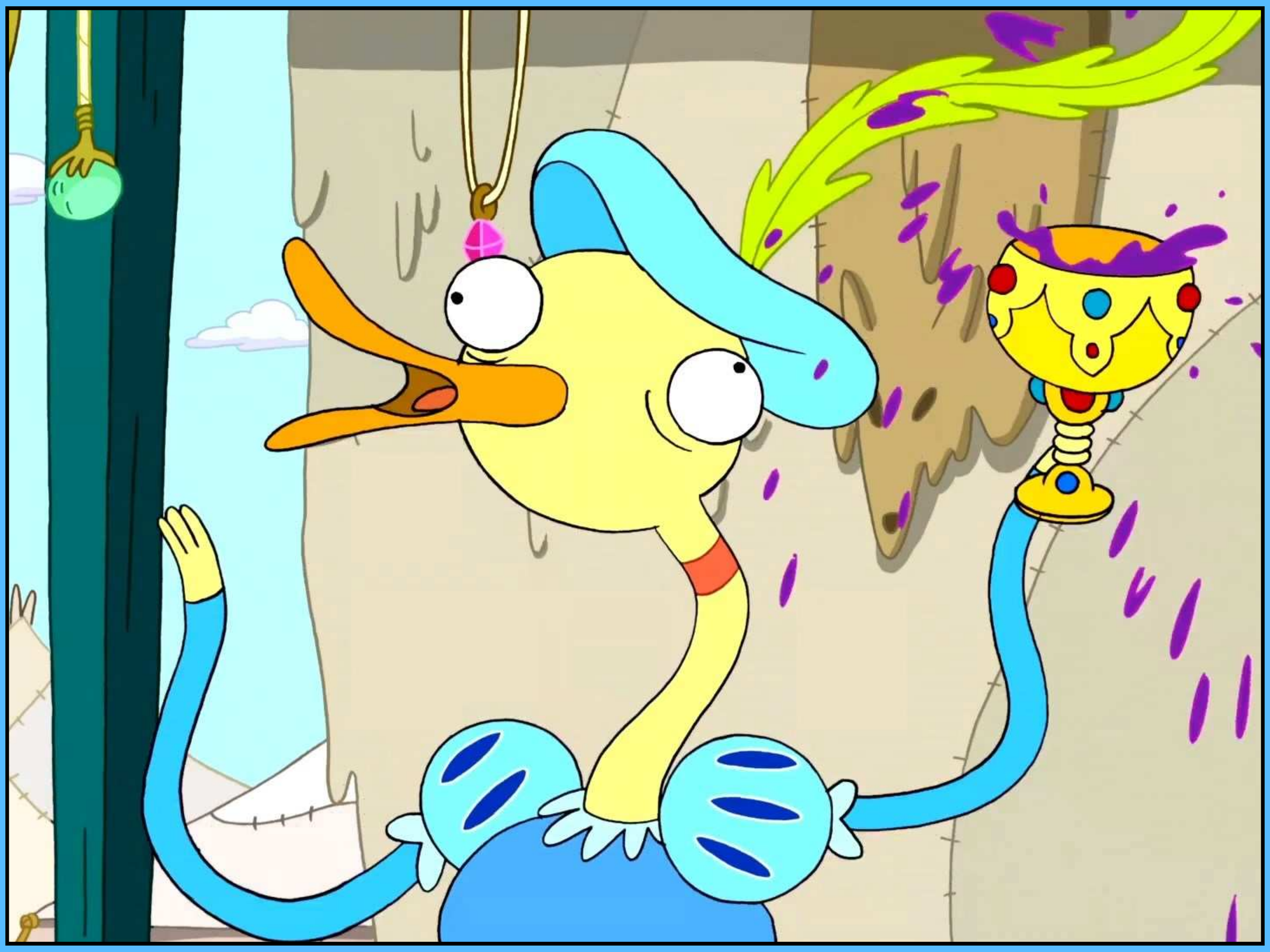
A seven fingered magic gauntlet. Extremely powerful energy projection from the palm that can damage even the most dangerous of enemies.

600 CP, Discount Adventurer

Circlet

A magic circlet that completely blocks any attempts of mind control while worn. Comes in a design of your choice.

600 CP, Discount Wizard



Section Five
Flaws

You may choose up to 600 CP worth of flaws for extra CP

Fionna & Cake

You are in a gender-swapped version of the land of Ooo. It's otherwise basically the same but has a vaguely badly written vibe to it and everyone keeps mentioning how great and handsome the Ice King is.

+0 CP

UNNACCEPTABLE

You struggle to interact with other people. Your voice is shrill and your judgements harsh. People will not like you very much. You lack any sort of social skills.

+200 CP

Stanky Old Wizard Eyes

You see things that aren't there. It's like crazy, crazy, crazy in your face all the time. You struggle to distinguish between the real and unreal.

+300 CP

Pudding Deficiency

You have a constant need and desire for pudding that must be sated. People will not like you depleting their stores.

+100 CP

Rather Be Dancing With Some Babes

You're very easily distracted. You'll have a good time, just not get much done.

+200 CP

Magic Man

Magic Man has taken an interest in you and will try to teach you lessons by doing horrible things to you. You may spend years as a foot.

+300 CP

Sir Slicer

A knight will occasionally turn up and insult you. Following this is always a series of incredibly embarrassing events.

+100 CP

Fear Feaster

You are terribly afraid of a specific thing that you will encounter reasonably frequently. You would have to be unconscious to be around it.

+200 CP

The Lumps

For the duration of your time in Ooo you will be a lumpy space person. Your voice will change and you will be consistently stupid and selfish.

+300 CP

Crushes

Romance will not go well but you will get crushes on people a lot anyway while in Ooo.

+100 CP

Goblin King

You are the new king of the goblins! While this comes with power, influence and a life of relative luxury you will have to rule for 10 years without being ousted or deposed or you lose the jump. You will be expected to spank your subjects regularly, will have all your food chewed for you and will be unable to change goblin culture in any meaningful way.

+200 CP

Heavy is the Head

All your powers from this world and any other are tied to a crown that must be worn in order to access them. Removal of the crown causes you to lose all such powers. Wearing the crown is addictive, will drive you insane and makes you decrepit and elderly looking over time.

+300 CP

Section Six
Future



After 10 years you will be given a choice

Go Home	or	The fun will never end	or	Move On
You wake up in your own bed		You decide to stay in Ooo for the rest of your life		You move on to the next universe

you will retain any Skills and Gear but lose your Flaws.

Perk Combos

Certain perks combine with others granting a further benefit if both are purchased.

- ***Shape-Shifter* + *Vampire Monarch* allows you to change individual body parts to those of animals you have encountered.**
- ***My Hero* + *Shape-Shifter* allows you to stretch physical abilities far past usual limits when using them to aid innocents or allies who are in peril.**
- ***Monstrous Form* + *Shape-Shifter* increases your maximum size**
- ***Partswap* + *Shape-Shifter* causes any parts (biological or technological) added to your body to possess your own special qualities automatically.**
- ***Monstrous Form* + *Elemental Monarch* or *Vampire Monarch* or *Lich* gives thematically appropriate monstrous form that considerably boosts power.**
- ***Brilliant Inventor* + *Elemental Monarch* allows you to create working technology out of your element (gumball guardians, slime computers, etc.)**
- ***Door Lord* + *Elemental Monarch* allows you to summon portals of your element by throwing a key of your element (e.g. candy-cane wormholes)**
- ***Elemental Monarch* (Fire) + *Lich* massively boosts the quantity of the green flame-like energy you can produce and causes them to burn hotter. You're probably going to want to stick with regular fire if they're wearing a sweater imbued with the power of "liking someone a lot" though.**
- ***Archmage* + *Vampire Monarch* or *Lich* gives you a working knowledge and significant power in this setting's necromancy.**
- ***Vampire Monarch* (Empress) + *Lich* allows you to mentally dominate others at a much greater range without the need for eye contact or chanting.**

Notes:

- **You cannot have wishes granted while in Ooo or any adjoining dimensions unless you use them in such a way that does not grant personal power or a real advantage for future jumps. This includes but is not limited to wishes from Prismo, Demonic Wishing Eyes and Wish Orbs. No obviously broken magic will work for you. This all changes if you choose to stay in Ooo.**
- ***Vampire Monarchs* may choose one of the following ability sets to replace the ones detailed in the perk:**
    - ***Empress*: Extremely powerful hypnosis (requires eye contact and chant), invisibility and production of damaging sound-waves.**
    - ***Moon*: Extremely powerful healing factor, opening locks by shouting the word "pigs" enough times and the ability to paralyse the muscles of others.**
- **Vampire weaknesses include sunlight and a need to devour blood (or at the very least the colour red). These weaknesses leave once the jump is over and can be mitigated while here (although you can continue to sustain yourself with blood/red if you wish to).**
- **In lieu of a new item you may instead choose to import any current melee weapon/suit of armour/outfit/headgear you possess to grant it the powers and appearance of the item purchased in the *Gear & Misc* section. You may also from there change it's form from this new granted appearance and it's original appearance.**
- **Cool cats don't trip.**