Dave the Barbarian: A Jumpchain CYOA



This is the story of a long and distant age. An age of monsters, savagery, sorcery, adventure, and great and noble barbarian heroes. And at the heart of this age lies the land of Udrogoth, a kingdom of great fantasy and mystery. Of foul monsters and brave heroes. This story…features none of them. Instead, this story revolves around the royal family of Udrogoth and their various inane exploits and adventures, as narrated by The Storyteller

You start off with 1000 Choice Point to shop around with before being thrust into this world of laughs and adventure. You shall also start your adventure somewhere in the Kingdom of Udrogoth, in a manner befitting of your Origin. Your sex is as it was for your last jump, though you may change it for 50cp right now. Age is determined by Origin, though you may spend 50cp to pick your age anywhere within the range of the dice roll.

Origins

Choose one origin to determine both your previous history in the land of Udrogoth, and how you start your journey. Regardless of where you arrive, your adventure here starts on the day Udrogoth is menaced by the Giant Muffin Monster (the younger one, not the older brother).

Nomad

This choice is actually a two-parter. With this you are either a member of the enigmatic nomad clans, the mysterious and easily offended merchants who sell various exotic necessities, or you are a "drop-in", a stranger to this realm arrived without any memories and history here. As a nomad, you begin your adventure outside the city walls, peddling your wares. While as a drop-in you begin in a catapulted barrel about to crash (mostly) harmlessly against the castle door. Starting age is 20+1d12

Barbarian

You are a barbarian warrior, one of the mighty few warriors who would brave this savage land, fighting monsters and smashing your enemies. You have arrived in the land of Udrogoth, bent on fighting whatever monsters and fiends arise from this realm. You start your adventure at the Great Indoor Market Place, looking for obtain supplies for your adventures. Starting age is 12+1d20

Royal

You hail from a royal lineage of kings and queens. Perhaps you are a part of the Udrogothian royal family like the main cast, or you're a sibling or cousin to Princess Irmaplotz of Hyrogoth, or the ruler of some other distant land. Regardless, you have inside you the blood of kings, and wield some level of political power in this barbaric age. Sense of responsibility to use this power wisely not included. You start your stay in Udrogoth either in the Throneroom of the Castle about to hold audience with Princess Candy, or in your own castle should you purchase it in the item section. Starting age is 12+1d12

Sorcerer

Even in this age of muscle and metal, there are those who pursue more cerebral arts. You have trained and become skilled in the arts of magic and sorcery, whether through private study, attending Sorcerer's school, or scrimmaging what you could as a chef at such establisments. You start your adventure at the local dockside tavern, The Clotted Scuppers, eating some smelly fish casserole and listening to some shanties. Starting age is 20+1d20

Monster

It is not just warriors and wizards that wander these lands. The land of Udrogoth is also home to many kinds of monster and beast. Instead of being a human, you are some manner of creature possessing human intellect, whether it be an ogre, dragon, pixie, intelligent rat, anthropomorphic pig, living pastry, mole-person, or otherwise. You start your savage adventure either in the middle of the enchanted forest outside of Udrogoth, or in your monstrous lair should you purchase it in the item section. Due to your monstrous nature, you don't need to roll your age.

Perks

Each perk is discounted for its associated origin, except for the 100cp perk, which is free for its respective origin

Undiscounted

Kid's Show (Free/200)

The world of Dave the Barbarian is, at its heart, a comedy cartoon series that relies heavily on slapstick humor. Luckily for you, for the duration of your time here, you too will be subjected to the insane cartoon physics and be granted the appropriate levels of durability to survive such shenanigans. Should you decide to spend 200cp instead, you will maintain a modicum of this durability into future worlds. This won't save you from being dismembered or sliced in half, but it will help you withstand such traumas as having a small boulder dropped on you, or being zapped by a weak bolt of lightning.

Nomad

Psychofloobacologist (100)

You have some skill and training in psychofloobacology, the new study pioneered by crackpots and weirdos. To put it simply, you now have a basic understanding of the field of psychology, and are good at getting people to talk about their problems and work through them with you.

Man of Tomorrow (200)

The world around you is one of many great and potentially impossible anachronisms. Vacuum cleaners, escalators, flushing toilets, megaphones, etc, all of which made with primitive materials and technology. Now, you too know how to make, or at least inspire, such anachronisms, allowing you to come up with designs for technologies you have personally handled and used, but built implementing primitive technology and materials. Granted, this won't guarantee that such anachronistic items will function as well as the more modern or futuristic variations, but they'll at least work and will be easily reproduced by the yokels of a bygone era, such as using parrots to record and distribute music.

Curse of the Were-thing (400)

You have been cursed with an unusually adaptive strain of lycanthropy. Whenever you are bitten by a creature, you may gain the ability to transform into a monstrous half-man hybrid of that creature, whether they be a cow, cat, eggbeater, or gym teacher. Please note, that you can only possess one such form at a time from this perk, and your default starting form is that of a werecow. And yes, you can bite yourself to turn into a were-you.

Nomad's Curse (600)
The nomads are a shrewd and contentious lot. One would imagine that they would be shunned if it weren't for a simple fact: Nomads are good at laying curses. Now you too may, with a rhyme and a chant, lay a curse on the lands of those who offend you. These curses are environmental in nature, causing droughts, heatwaves, or blanketing the land in night as examples. These curses however are not unbreakable, as they can be lifted either by yourself, or a certain magical item.

Barbarian

Arts & Crafts (100 first time, 50 undiscounted after)
As the wisest (as well as the lamest) barbarians will tell you, there is more to life than simply smashing things. Sometimes you need more peaceful hobbies in your life. With a single purchase of this perk, you become skilled in a simple artistic or crafting hobby of your choice. It can be anything open and simple, such as knitting, macramé, writing poetry, or calligraphy, or something strange and obscure, like making clothing out of wood pulp. This perk may be purchased multiple times, each time choosing a different hobby to gain skill in.

The Slayer (200)
This is an age of heroes, and their names are many: Krunkaz the Smasher, Mortan the Ridiculer, Strom the Slayer, and Shebor the Stomper-On-Things-Until-They're-Squished-Into-Mushy-Paste. All these great warriors have a great reputation behind, and soon shall you as well. With this perk, your actions and deeds will spread across the land, and with each act you will become more known and celebrated (or loathed, or ridiculed, or pitied). Eventually you too will gain yourself a great moniker like these heroes, one which perfectly encapsulates your legendary feats, as well as your own trading cards!

Great Strength (400)
You are strong, nay you are mighty! Your physical strength is equal to that of the main protagonist, Dave the Barbarian. You can carve granite with your bare hands, easily uproot trees, smash apart pyramids, and with effort you can even run fast enough to circumnavigate the globe in but several minutes. Yay, your strength is great, but be careful, for fear and carelessness can kill you all the same regardless of how strong you are.

The Great Destructor (600)
In this world, there is a being which all bugs fear, the Great Destructor. Despite the Great Destructor being a small child that can get blown away in a stiff wind, all bugs, whether mundane or monstrous all rightly fear her and her ability to squash them all. With this perk, select a type of creature, whether it be bugs, fish, cats, rodents, or what have you. You now have a near supernatural advantage against such creatures, able to harm and intimidate despite any major differences in strengths or size. Please note, that this only affects your own offensive capabilities, it does not make you immune to any dangers, threats, or weapons they have at their disposal.

Royal

Popular (100)

Even in the age of myth and barbarianism, the dramas of fads and popularity are ever present, especially amidst the clucking of teenage girls. Now you no longer have to worry about being ridiculed for being “lame” and “unpopular”, for you have a canny sense for what is hip and trendy. Whenever new trends and fads roll in, you gain a sense and can quickly figure out what they are and how to adopt such fads yourself with ease. Yeah, this also extends to understanding when trends die, so you won’t end up being the one loser still wearing an antler hat when they go out of style in favor of snake hats.

Don’t Mess With The Princess (200)

It is dangerous to rule in these times, for there is no shortage of fiends and would-be tyrants seeking to dethrone you. Luckily, while you may not possess the raw supernatural strength of someone like Dave, you are instead skilled in the arts of war. Like King Throktar and Queen Glimia of Udrogoth, and to a lesser extent their daughter Princess Candy, you have training in martial arts designed to both aid you in fighting monstrous foes and keep you looking fit with nice glutes.

Beauty And The Zit (400)

Sometimes, companionship and camaraderie can be found in the strangest of places. With time, communication, understanding, and maybe the odd musical number, you find that you too are able to befriend and find common ground with even the most horrific monsters, provided you’re able to communicate peacefully with them first. Indeed, this friendship could even blossom into something strange and kinda gross: love.

Royal Decree (600)

To be a ruler is to rule, to be able to demand respect and authority over the unwashed masses. With this perk they may actually listen to you when you issue an order! When you decree a new rule or law over those that you rule, you’ll find that your subjects will be willing to at least see how things go for a while and try out your laws before deciding whether they dislike them or not. Further, if you pass laws that either are for their benefit, or at the very least appealing to them (like imposing a tax to fund buying lots of plush), you’ll find that your populace will tend to be satisfied and won’t complain much at all. Further, should your laws eventually induce displeasure in your subjects, you’ll find that you’ll always have plenty of warning about their grievances (usually in the form of a letter tied to a brick thrown through your window), and plenty of time to address them and the situation. Just try not to do something stupid, like force all your subjects to watch some dumb musical about pastries

Sorcerer

Fastest Ladle In The West (100)

To some, slinging slop is as important as slinging spells, and you are now able to at least do the former deftly. You are excellent at not only food preparation and serving, to the point which you would be considered the king of any cafeteria you'd work at, but you may even use food as makeshift projectiles to great effect, such as slinging soup to disarm foes, throwing potatoes to bait enemies, or using fudge to blind someone.

I Can Do Magic! (200)

Yes, indeed you can. You now have the knowledge and skills to cast a variety of spells, provided you have a wand or other focus to use it with. You start off with basic knowledge of various spells for shapeshifting, flinging bolts of energy, or teleporting objects, and with experience and study you may expand such knowledge to other spells and magic available in the world. Please note: This is primarily a comedy show, and the magic here can be used for a wide and vague assortment of uses, and it is very much a soft magic system so long as you know and can perform the right incantations.

Play It Off (400)

In magic, sometimes accidents happen. Perhaps a spell misfires and does something different than you intended. Or perhaps your magic bounces off an enchanted axe and turns you into a centipede? Luckily for you, improvisation is a forte of yours. Should your magic or abilities misfire or malfunction, you will know the best ways to play off these mistakes, and perhaps even use them to your own advantage. Please keep in mind that such magical mistake must be something you could normally survive, after all its hard to improvise off of getting hit by a killing curse of some kind.

Master Channeling (600)

It is often wondered why it is that powerful sorcerers and dark lords, from Chuckles to Malsquando seek to obtain and collect rare and powerful artifacts. Well, this is certainly a reason why. Whilst holding or using a powerful artefact, you may draw upon its magical power to boost your own. Whether it be an enchanted talking sword, the rattle of a young God of Tantrums, or an emerald skull, you'll find your powers boosted by whichever magical artifact you wield. Keep in mind, that such an increase in power is only equal to the power within the artifact itself.

Monster

The Silly Monster (100)

What is it that makes a monster? What separates a monster from a man? In this world not much, not because the men are monstrous, but because many monsters here are surprisingly personable. Regardless, what differentiates them is that monsters look strange and fantastical. With this perk, you yourself have the form of a fantastical being. You could be a giant moose-eating thunderhawk, a small pixie or elf, an ogre, or some other creature. The only caveat is that you cannot be larger than a castle or smaller than a bug, and you must be a being that could reasonably be defeated by a strong or cunning enough barbarian hero. After this jump, this monstrous form becomes an alt-form for you.

Home Improvement (200)

What is a monster without an evil lair to call their own? Your lair is your home, and as such you deserve only the best for your discerning tastes. When it comes to home improvement and interior decorating, you are an expert. You know what Florentine tiles are, how to pick out the right kind of marble for your kitchen counters, what curtains are most suitable for your abode. With your skills, you could make even a drab cave into a chic and classy dwelling. Just try not to go over budget, the debt collectors here are notoriously dangerous.

Nine-to-Five (400)

The old saying goes that “evil doesn’t pay”. Well, if that is the case, then at least honest part-time labor does pay. You are quite good and finding and performing part-time jobs for decent pay, whether it be as cashier at a fashion boutique, operating a sausage stand, or assisting at the local gym. No matter where you go, you’ll be able to find at least some menial job willing to hire you and pay you enough of a wage to get by.

Ancient God (600)

There exists in this world powerful monsters, being of such destructive ability that in ancient days they have been worshipped as living gods. Now you yourself are one such being, a creature comparable to the dreaded Quosmir, Ancient Udrogothian God of Overused Punctuation. You are an immortal monster, immune to the ravages of time and resistant to the weapons of mankind. You are able to unleash destructive flaming loogies, and you have the strength and endurance to ravage a quarter of the entire continent if you so wish.

Items

Each item is discounted for its associated origin, except for the 100cp item, which is free for its respective origin.

Undiscounted

Fudge (50)

Ah, fudge. Truly the greatest of the brown-colored foods. This option can be purchased multiple times, with each purchase getting you a single brick of fudge the size of a goat.

Nomad

Gameguy (100)

Your very own "gameguy", a legally distinct handheld gaming device from the year 1994. This one however is special, as it has been touched by the same powers that created the Time Zipper. While it does come with a copy of the game "Bash the Behemoth", it can also accept game cartridges from any other handheld gaming consoles. Batteries not included.

Pot of Frog Legs (200)

This stone pot is more than just a nice piece of earthen kitchenware. It has been enchanted by the magic of the elves for one singular purpose: to undo the curse placed upon any frog's legs cooked in this pot. In case you didn't know, frog legs used to taste different (supposedly they were sweet and buttery), but due to a diplomatic snafu the King of the Elves cursed mankind and made frog's legs take like chicken instead. After this jump, this anti-curse enchantment will apply to other foods, removing any magical changes and curses placed on whatever is cooked in this pot.

Zit-B-Gone (400)

Everyone knows that zit cream doesn't work…except for this one. This tube of Zit-B-Gone is guaranteed to remove pimples (and pimple-based monsters) in a matter of seconds after application, and refills once a month. After this jump, its cleaning capabilities extend to other monsters and creatures made of filth and disease, acting like a fast-acting acid against these fiends. Comes in either mint or grape flavor, but why you would want to eat zit cream is beyond me.

The Time Zipper (600)

A powerful artifact from the far off era of 1994, this zipper is able to open a tear in the time-space continuum into the Time Vortex, allowing you to traverse this space and travel across time and space to different times and places.

Barbarian

Barbarian Trading Cards (100)

Your very own collection of Barbarian Trading Cards, featuring all the great barbarian heroes of this age. In addition, this collection has been enchanted to expand and produce new cards featuring great heroes and warriors from the different worlds you jump to, listing information on their basic stats, likes, dislikes, weaknesses, etc. Comes in a in a nice leather-bound sleeved binder to hold all your collection.

Garglepipes (200)

The garglepipes, are a loathsome instrument akin to a cross between a bagpipe, a french horn, and a dying zebra, and now you have your very own set. This ear-splitting instrument is able to achieve volumes that can drown out almost any other sound short of a volcano erupting, and they may even be used to awaken any creature from slumber, even of the magical variety.

Vegetables of Buffing (400, 100 undiscounted after the first)

There are many enchanted vegetables in this world that are known to increase the qualities of others. The Broccoli of Strength, the Carrots of Eyes, and the Enchanted Pineapple which undoes the enchantments of all of them. Now you yourself have a sack of one such type of enchanted produce which can be used to enhance a single body part. This can either be one of the canon ones from the show, or it can be a fan-made fruit or vegetable of your own choice which improves one physical characteristic in one way of your choice. Just be careful not too eat too many, as overconsumption will result in that physical trait overtaking you, causing you to mutate into a monster who's other traits (especially intelligence) will atrophy as they are consumed by the enhanced trait. You can purchase more than one such sack of produce, each one will instead cost 100 undiscounted after the first. Your sacks of fruits and vegetables will refill themselves after a year.

Enchanted Weapon (600 each)

Twenty-thousand of years ago, a great number of enchanted and intelligent tools were crafted in the mysterious Forge of the Gods, such as Lula, Mjolnir, Dusty, and the Spoon of Polite Inquiry. Now you yourself are in ownership of one such intelligent items yourself. Your enchanted tool is virtually indestructible (though it can rust and become blunt with poor maintenance), is able to levitate and move around at walking speed, and is capable of using a limited selection of powers as befitting of its form (Swords can shoot energy blasts, brooms clean anything and create tornadoes of dust, giant toothbrushes produce their own toothpaste, etc). While the option says "weapon" it can be any physical tool or implement suitable to an anachronistic barbarian fantasy (so no guns) of your choice. You may, if you so wish, import your own tool or companion into this form, allowing it to act as an alt-form for any such companions. Or, should you wish, you may purchase this option to become such a weapon yourself, allowing you to have your weapon form as an alt-form in later jumps.

Royal

Flush With Plush (100)

Stuffed animals don't grow on trees, they grow on bushes. You have your very own potted plush-bush, which produces a few random stuffed animals once a season. Within each stuffed animal is a seed that can be used to nurture and grow another bush in a year, though that would require cutting open and ripping stuffing out, which depreciates the value of the plushy. In future worlds, your plush bushes will adapt and produce plush of the various local animals and creatures as well.

Jumper's Throne (200)

Every ruler needs a throne which to sit from and receive their subjects, this one is yours. This throne comes equipped with pyrotechnics, confetti shooters, and noise makers, and will announce in a booming voice your nobility and right to rule. You may customize it as you fit (so long as it looks fitting as a throne for this barbarian age), but keep in mind that the throne is somewhat intelligent and may object to being dressed in an ugly plaid.

Castle Jumper (400)

It is difficult to rule a nation from a shack or a mud hut, instead a king or queen must stand watchful over their nation from a mighty castle. You have your very own stone castle, not too dissimilar to Castle Udrogoth. It contains all the essential buildings and rooms of a Barbarian castle, including a main hall, dungeon, crypt, bedrooms, stables, fully stocked kitchen and larder, etc. This castle will follow you on your chain, allowing you to either import it elsewhere into future jumps, or be fused to any other properties that you possess. Should you decide to be a member of the Udrogoth royal family this option will instead grant you ownership of Castle Udrogoth instead, or Castle Hyrogoth if you are a member of the Hyrogoth royal family, following the same import rules as mentioned before.

Jumpergoth (600)

Oh what can be more nasty or more crusty or more ghastly than our glorious Jumpergoth? As a ruler you now have ownership of your own barbarian nation, consisting of a main city-state and a few surrounding miles of farmland and wilderness, inhabited by many less-than-intelligent peasants and civilians trying to live their lives. The city contains many amenities and attractions, such as a "great indoor marketplace" (a shopping mall), a significantly sized docks should you be bordering a body of water, and several other smaller businesses and attractions like bookstores, ice-rinks, museums, cantinas, and the like, all protected by a stone wall surrounding the city. Your castle (should you have one) will be located elevated on a hill overlooking said city, existing a bit of a ways away from the main metropolitan area. This nation, city state and surrounding countryside, will follow you on your chain, allowing you to either import it elsewhere into future jumps, or be fused to any other properties that you possess. Should you decide to be a member of the Udrogoth royal family, this option will instead grant you ownership of the kingdom of Udrogoth itself, likewise being a member of the Hyrogoth royal family will grant you the kingdom of Hyrogoth.

Sorcerer

Magic Hat (100)
A moderately pointy hat of some variety is the hallmark of a sorcerer. Your hat, whether a fancy peaked cap or a floppy piece of sackcloth, is your and signifies you as a wielder of arcane mysteries. In addition to being a fashion statement, your hat has a minor enchantment on it, allowing you to store several gallons of small objects inside it. Comes with a simple wooden wand inside the hat that you can use to perform magic.

Magic Stones of Krongvar (200)
The magic stones of Krongvar, A tablet of raised stones arranged in arcane ways with markings upon their surfaces. When combined with a crystal ball and connected to a spider's web, it allows the user to access the World Wide Spiderweb, an intangible place where one can learn all sorts of secrets and communicate over many leagues. In short, this is a stone keyboard that lets you access the magical equivalent of the internet. After this jump, the stones can allow you access to any form of internet or similar analogue in whichever setting. Please note, that you will still need an appropriate monitor or crystal ball to use this with, but that should be easy enough to acquire.

Big Book of Magic (400)
There are many magical creatures, spells, artifacts, and places that exist in this world, almost too many to count or know offhand. Luckily with this book you won't have to. This large tome contains information on all sorts of things: basic spells to cast, the location of enchanted artifacts like the Red Sweater of Courage, information on unique monsters, cures for certain curses, etc. This book will also update itself in each jump, detailing such information on the local world's various magics and artifacts and the like.

Focus of Jumpslideleap (600)
It is said that a wizard without his wand is essentially just a smarter peasant. You now have your very own personalized arcane focus to perform your magics. This can take the appearance of any handheld implement, whether it be a wand or a mystic amulet. Further, this focus is a powerful one indeed, capable of matching the might of the Wand of Malsquando or the Amulet of Hogswineboar, capable of great feats of destruction and magic. If you already own a magic focus of your own, you may import it into this option if you so desire.

Monster

Litterbox (100)

It is said that the only thing more fearsome than a dragon is his litterbox. This small box filled with sand has been made specifically for you. In addition to acting as a place to relieve yourself, it produces a caustic odor that is utterly offensive to everyone but yourself, capable of eating away past nearly any form of smell protection or gas mask in a matter of seconds, allowing it to function as an ideal place to store any dangerous artifacts that you don't want other people getting to. In addition, given enough time you may cultivate within its odorous grains a fearsome guardbeast, ready to lurch forth from its sandy depths and attack anyone fool enough to come close.

Garment Beast (200 each)

Do not be fooled, this isn't just clothing. This is pure evil in the shape of clothing. The garment beast is a set of clothing that, when worn, increases your physical capabilities tremendously. While you won't be as strong as a barbarian with Great Strength, you will still be mighty enough to fight monsters and break stone with your bare hands. But be warned however that the garment beast, as the name suggests, is alive and possessing of a devious intelligence and a vengeful and grudge bearing spirit, and the more you wear it the more its influence shapes and alters you into an increasingly monstrous form. Also, its cold-wash and line-dry only, so do your best to avoid getting stains on it else it may swear vengeance on whoever stained them. The default form of the garment beast is that of lederhosen, though you may select a different set of clothing, though such a set becomes linked together, making it impossible to wear piecemeal. You may, if you so wish, import your own set of clothing or companion into this form, allowing it to act as an alt-form for any such companions. Or, should you wish, you may purchase this option to become such a weapon yourself, allowing you to have your garment form as an alt-form in later jumps.

Evil Lair (400)

Home is where the evil is. You have yourself your very own evil lair, complete with all the modern evil amenities you need to live comfortably. This lair can either be a cave, a tower, or a small fortress, and comes with running water, comfortable furniture, and a kitchen with very tasteful tiling.

Hobbyium Mysterium (600)

Everyone needs a hobby, even evil monsters bent of the destruction of the world, so why not combine your two passions? This guidebook is designed to allow the user to use some form of physical craft, such as cooking or knitting, to create hordes of evil monsters much like the Cuisinum Mysterium. Most beasts made with this tome tend to mostly be of minion strength, but the greater your skill at the chosen craft is, the more powerful beasts you can create, with a master being able to give rise to catastrophic civilization destroying behemoths like the Armageddon Souffle.

Companions

What's a barbarian hero without his comrades in arms? What's an evil sorcerer with his loyal minions?

Import/Create (50/200)

It can be lonely, and even dangerous, to travel this realm alone. With this option you may either create or import a companion into this jump. They gain an origin of your choice, and a stipend of 600cp to spend on perks and items. They may not take any companion options, nor any drawbacks save for the Allergies, Jumpxing, Coward, Moron, and Sensitive drawbacks. This option costs 50cp per companion, or 200 cp for up to 8 companions.

Casting Call (200)

But what if you have more than 8 companions you want imported? This option will let you import as many companions as you wish, though they only gain their origin of choice and its associated free perk and item. Companions imported this way cannot take drawbacks.

Canon Character (50)

Is there a canon character who has caught your eye? Perhaps Princess Irmaplotz of Hirogoth? Or maybe even the dark lord Chuckles himself? With each purchase of this option, you may extend the chance to any one canon character to follow you along on your chain as a companion. Just keep in mind that they must accept the choice given to them to come along. You may not companion the Storyteller with this option (see next)

The Storyteller (100)

The narrator of this universe and its many tales, with this option you may have this charming disembodied voice continue to narrate your adventure and talk with you into future jumps. Unlike in this universe, his voice cannot affect causality in other universes, but he can be talked to and will occasionally give you context sensitive advice.

We Got That (200, Discount Nomad)

The small goblinoid merchant Gert Bogmelon is nothing if not avaricious and opportunistic. With this option, Mrs. Bogmelon and her shop will appear in future jumps, more than willing to sell moderately useless sundries and used goods to you. While she mostly sells junk, she will occasionally sell things that may become useful later on in unexpected ways. Further, she's very friendly and known to give good advice to regular customers. Does not accept credit.

Flying Potato (200, Discount Barbarian)

Many barbarian heroes are known to have under their thrall some manner of mystical beast, but does yours have to be so…derpy? This option gives you a small creature as a pet, one that appears as a runty version of a mystical beast such as a dragon or a griffon, much in the same way as Faffy the Dragon. This pet is small, relatively weak, and barely smarter than a bowl of pudding skins, but its mostly loyal to you and, despite speaking almost entirely in bleeps and gurgles is perfectly intelligible to you.

Marvel Horse (200, Discount Royal)
A ruler needs a steed worthy of their station. With this you now have your own marvel-steed: A rainbow-colored mount that flies and can comfortably carry a load equal to a handful of people. This steed also comes with a voice eerily similar to a well-known celebrity (such as Twinkle sounding similar to Christopher Walken).

Mecha-Jumper (200, Discount Sorcerer)
Your very own clockwork doppelganger. This mechanical being is created as a duplicate of yours, possessing your exact likeness save for a giant windup-key in their back. Despite sharing your face, they do not possess any of your abilities, though they are exceptionally strong and durable and are powerful enough to menace an entire village singlehandedly. The mecha-jumper requires no maintenance, aside from needing to wind up its key once a week to stay operational.

Minion Horde (200, Discount Monster)
What else does an evil monster or mastermind need aside from a lair? A band of minions of course! This option grants you a loyal army of 100-300 monstrous minions. The type of monster you may choose for this option is limited to those you may gain from The Silly Monster perk, except that each individual member of your army cannot be stronger than a single barbarian hero. If you do not wish for your minions to be monsters, then you may instead have them be a barbarian horde akin to The Mongrel Hordes.

Drawbacks
Listed below are some options to take in exchange for extra CP. There is no limit to how many many of these drawbacks you can take.

A Strange Era (+0)
Instead of arriving in the ancient days of Udrogoth, you instead start your adventure in the strange and arcane era of 1994, appearing in the parking lot just outside of headquarters of The Conglomerated Pants Company, where strange circumstances will soon bless the depressing menial worker Ned Frischman.

Allergies (+100/+200/+400)
You appear to have a pretty severe allergy or allergies of some kind, one which will result on an allergic reaction that shall leave you severely incapacitate for several minutes at a time, whether it be through gross swelling making it hard to breathe, immobilizing sneezing, or breaking out in a rash that leaves you in the thrall of skin irritation. The number and kind of allergy will affect how much CP you get back from this drawback. For 100CP you gain a single allergy to a common allergen or material, such as cheese, cat hair, dandelions, or coal. For 200CP you can be inflicted one of two ways: You either possess a great multitude of allergies just like Dave does (minimum of 6), or you are allergic to your own eyeballs and require regular treatment with puckerberry juice to suppress it. For 400CP you gain both afore mentioned options.

Jumpxing (+100)
It'd be one thing to not be artistically creative, but unfortunately for you that's not the case. All your artistic endeavors are quite terrible and obnoxious. Your poems can drive men blind, your music is painful to listen to, and your art would make most vomit. In short, every creative medium you try to engage in, from musicals to macramé, will be the absolute worst, all the while you will remain ignorant to how atrocious your creations are

Not A Monkey! (+200)
Have you ever felt like you get no respect? That when others look at you they either just dismiss you outright or they denigrate you with some offhanded remark? Well, soon you will. With this drawback you'll find that people just don't respect you or take you seriously. What's worse, there's some sort of trait you have that people will be drawn to commenting on often, one that is garunteed to irritate you to no end, such as mistaking you for a monkey or constantly pointing out your massive ears. Also, expect to not get any recognition when you accomplish any great deeds.

Moron (+200)
I hate to tell you this, but you're about as sharp as a bowling ball. Your intelligence has taken a significant drop, and now you're about at dumb as the large majority of the cast. This stupidity can take multiple forms, perhaps you're simpleminded to the point that large words and sentences give you headaches, or maybe you're obsessed with a particular subject (like fashion) to the point that you can't focus on any topic not related to it? Or maybe you're just completely lacking in common sense and foresight. Regardless of what kind of stupid you are, you're stupidity will be as such that it will often cause all kinds of problems and inconveniences for yourself and those around you.

Rid The World of Evil (+400)
If you thought you could enjoy your time here in relative peace and quiet, think again. For the duration of the jump, you shall be placed under the compulsion to engage in a constant crusade to "rid the world of evil", which in this case means you will constantly travel around the world fighting evil monsters and preventing the end of the world or other such nonsense. Even should you manage to accomplish such a task, fate shall conspire to see evil rise once again, thus ensuring your quest shall be a constant and eternal one. Don't bother trying to abandon this cause, as even should you attempt to retire circumstances will arrange themselves to force you on the path again.

Sensitive (+400)
For all your strength and power, you're actually a huge wimp. You have a glaring weakness, whether it be a permanently ingrown toenail, really sensitive eyebrows, or you're just really easy to bruise and harm in general, it is very easy to inflict pain onto you. No amount of magic or perks will protect you from your tenderness, and the pain you experience will always be enough to leave you incapacitated for at least a whole minute.

Nemesis (+600)
Shortly after arriving in the land of Udrogoth, you'll find yourself somehow making yourself your very own nemesis. This nemesis is petty and will try to seek revenge against you over some kind of slight against them. They will stop at nothing to see you crushed and/or humiliated and will pester you with some manner of scheme at least once a month. Being your very own personal nemesis, this individual will find ways to circumvent your skills and strengths and will have access to a wide variety of resources to use in their quest to destroy you. Even should you attempt to skip town and travel, they will always somehow track you down and continue to cause problems for you.

Wizard of Oswidge (+600)
Magic can be quite the fickle mistress, as you will soon find out. All of your special powers and abilities, whether they be from this jump or others, will now be constantly on the fritz. Every time you attempt to do something of use with your supernatural powers, they will without fail backfire in the most annoying, debilitating, and inconvenient ways (such as accidentally turning yourself into a newt). Worse still, you will find it exceedingly difficult to try and exploit such misfires, as they will inevitably malfunction in a way you didn't anticipate, seemingly out of spite. Please note that this will also apply to passive supernatural powers and qualities as well, so good luck trying to use that quantum-computer brain to calculate probabilities when all it seems to do is run applications of minesweeper.

Ending
Its been 10 years since your legend began. What happens now?

Leave: End your chain and return back home

Stay: End your chain, and remain here in the land of Udrogoth

Contiue: Continue on to your next jump

Notes
Some extra clarifications

The Silly Monster + Monster Background: Being the free option, this perk's intention is to be what gives your monstrous body and appearance. If for some reason you wish to not take this free perk with your background, then you will not have a monstrous body. Instead you'll just be a mostly-human being with possibly exaggerated or monstrous features, such as a crooked nose, hunchback, or other similar abnormality.

Focus of Jumpslideleap: In terms of power this object is essentially your own version of the Amulet of Hogswineboar. Being a comedy children's cartoon, the full capabilities of this object were rather vague, though what it was shown to be capable of doing is: blast open a hole in a castle wall, set buildings aflame, disintegrate a human being, or telekinetically lift several people at once and fling them around with ease, shapeshift into another person, animate an army of plush toys, and brainwash simpler creatures such as Faffy (though he eventually was able to break free of it).

Evil Lair: The Evil Lair option is based off of the lairs of villains such as Chuckles. The amenities that can be expected to be found in such a lair include refrigeration, gas stoves, plumbing, flushing toilets, kitchen sinks with running water, and any other kind of ammenety or addition that doesn't necessarily require electricity. It also comes with really tasteful furnishings and floor-tiles. This property purchase can take the shape of a castle, but it will be slightly smaller than the Castle Jumper property. If you have both properties, you may combine them if you so wish.

Great Destructor: The groups you can select must be broad yet thematic ones that can contain both mundane and supernatural groups. Examples include animal groups (such as bugs or rodents), robots, buildings, vegetables, etc. You cannot select a group as narrow as either "gods", "super villains" or a specific gender.

Changelog

What has changed?

Version 1.0: Release

Version 1.1: Fixed Typos. Added Notes. Added noters on Silly Monster, Jumpslideleap, Evil Lair, and Great Distructor. Swapped prices on Evil Lair and Hobbium Mysterium. Added a wand inside the wizard hat.

Verstion 1.11: Fixed more typos, changed age rolls for barbarian