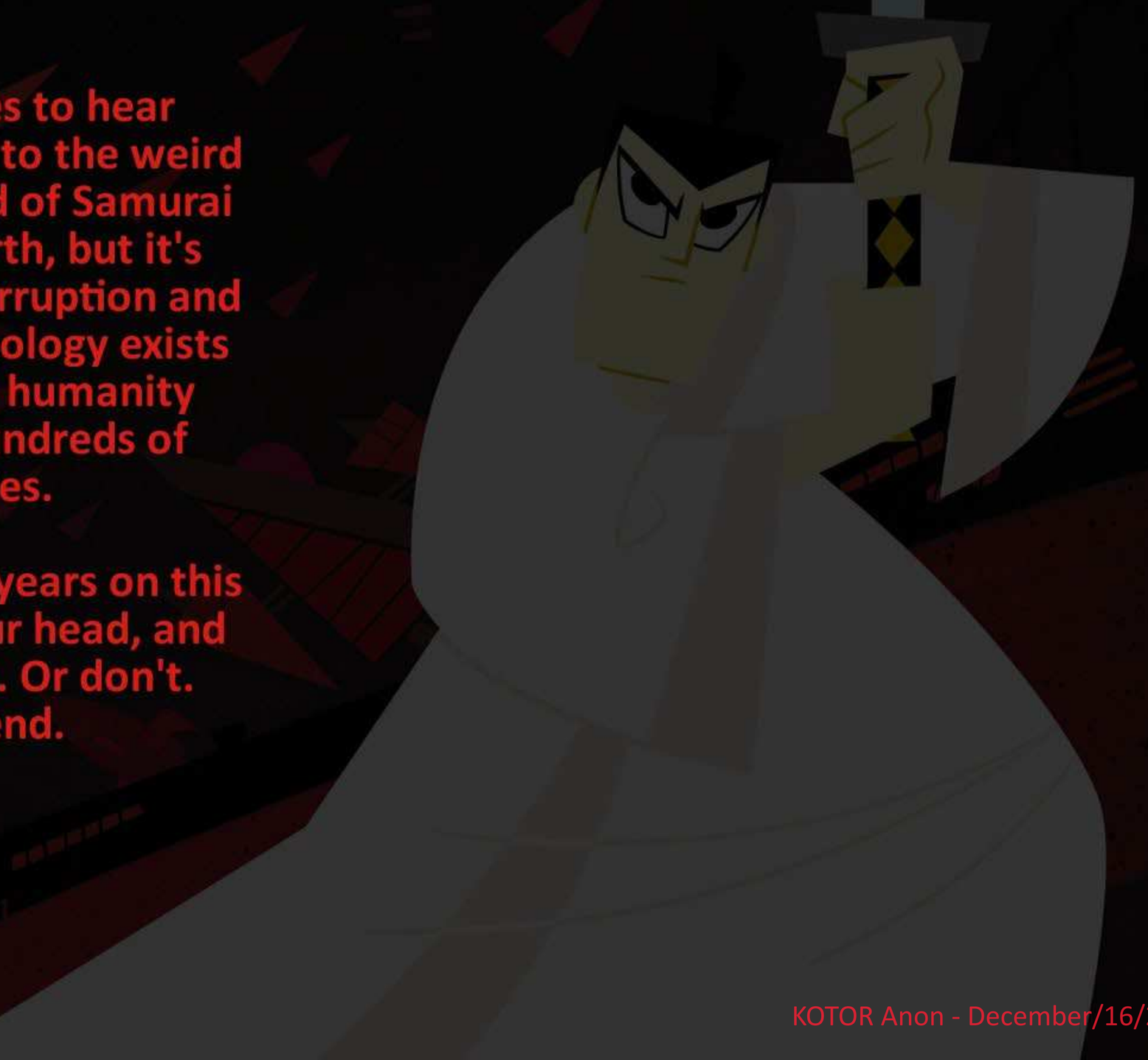
"Long ago in a distant land, I, Aku, the shape shifting master of darkness, unleashed an unspeakable evil. But a foolish samurai warrior wielding a magic sword stepped forth to oppose me. Before the final blow was struck, I tore open a portal in time, and flung him into the future where my evil is law. Now the fool seeks to return to the past and undo the future that is Aku."

SAMURAI JACK
JUMPCHAIN CYOA



Well, someone certainly likes to hear himself talk. Anyway, welcome to the weird and incredibly dangerous world of Samurai Jack. This place is actually earth, but it's been twisted by centuries of corruption and alien influence. Fantastic technology exists alongside ancient magic, and humanity now shares its home with hundreds of different sentient species.

You'll be spending the next ten years on this crazy planet, watch out for your head, and try to stay out of Aku's notice. Or don't.
You have 1000cp to spend.

KOTOR Anon - December/16/2018

BACKGROUND

You have the option of gaining a new life and a whole new set of memories from this world. Having a new life here will give you many invaluable resources and allies to start off with, along with many new memories that will greatly improve your chances of survival.

Your age may be reset to anywhere from 19-30 and you can either keep your current gender or change it. You're body will be cured of any sickness, disability, or injury you may have, and you'll also be brought to a state of suitable physical fitness.

DROP-IN: If you really don't want to have a life or history in this world then you can choose to be dropped off in the middle of nowhere instead. While this option won't give you any new allies or insight into this world it will let you stay free of any new and conflicting emotions that may come with the other backgrounds.

BOUNTY HUNTER: Maybe you were farmer who lost everything and had to find a new line of work, maybe you were a thug who thought chasing bounties would earn you more money, or maybe you were just some psychopath who loved killing people. Regardless of whoever you were before you're now one of the many, MANY "professional" killers for hire that now roam the planet looking for work. Whether you hunt alone or on a team you won't have any trouble finding bounties.

TREASURE HUNTER: You grew up traveling all over the place. You've been to every continent on the planet and you've seen many weird, wonderful, and terrible things in your travels. Your experiences have given you insight into the many treasures that exist on this world and now you're finally ready to go looking for them.

SCIENTIST: You've managed to learn a great deal about science and mathematics, a rare feat in this world and very dangerous one as well. Aku keeps all the intellectuals on earth under his control, however, you've managed to avoid his notice so far and you may be able to use your knowledge for good if you manage to stay free.

MAGIC USER: Whether you're a skilled practitioner or a creature with innate arcane abilities you posses the capacity to perform magical feats similar to the great Aku. While you may be dangerous, magical entities are so common, and usually so comparatively weak to Aku, that they're typically left to their own devices by the master of darkness. Much of your life has been spent refining your skills and knowledge, but now you feel that you're ready to go out and use your abilities.

RACE

In addition to altering your mind you can also change your appearance and even gain a few new traits if your wish.

HUMANOID [FREE]: Humans aren't the only species living on earth anymore. Anything from brightly colored aliens with extra eyes to large furry beastmen can be found somewhere in this word so feel free to design a new inhuman body for yourself. However keep in mind that regardless of your appearance you will not possess any extraordinary abilities.

CONSTRUCT [200CP]: In addition to the countless organic beings on this planet, there are also many intelligent inorganic beings living here as well. You are one such creature, either a robot or a golem. You do not feel pain and have no need to eat, drink, breath, or sleep so long as you have power. You can also perform minor repairs on yourself and replace or reattach lost limbs.

STARTING LOCATION

Either roll 1d8 to determine where you begin your adventure, or pay 50cp to decide yourself.

1] **NORTH AMERICA:** A highly developed region with many towering cities. Aku's presence is very strong here.

2] **EGYPT:** This sprawling desert region is almost completely devoid of human life, however, the shifting sands still hold many dangerous secrets and valuable treasures.

3] **JAPAN:** The ancient home of Samurai Jack himself. Japan has a few major settlements but most of the land is abandoned and dotted with ruins.

4] **NORTHERN EUROPE:** Widely populated but not very developed. Many ancient cultures are still very prevalent in this region.

5] **SOUTHERN EUROPE:** Less developed than northern Europe but still home to a few small pockets of civilization. There are also rumors that the ancient civilization of Sparta still exists here.

6] **CHINA:** A very heavily populated region with a mix of modern and ancient cultures and infrastructure.

7] **ARABIA:** A heavily populated region that has retained much of its original culture and appearance.

8] **FREE CHOICE:** Congratulations! You may select any of the above locations to start in.

SKILLS

Like I've been saying, this world is extremely dangerous. Fortunately, you get to select a few perks to help you survive here.

NAVIGATION [50CP]: You're an expert at analyzing and interpreting maps and you have a natural sense of direction. (Free: Drop-In)

COOKING [50CP]: Knowledge on how to safely prepare food and make it taste good. This perk will also ensure that you always find something to eat while you're in a large city or the vast wilderness. (Free: Bounty Hunter)

INSIGHT [50CP]: Increased understanding of riddles and puzzles. Useful for raiding ancient tombs and escaping labyrinthine traps. (Free: Treasure Hunter)

ENGINEERING [50CP]: The science of working with machines and other electronic or mechanical devices. You know how to build, modify, and repair a number of different modern items and vehicles such as robots, hovercars, mechs, and energy weapons. (Free: Scientist)

EMPATHY [50CP]: You know how to read and manipulate the emotions of others. With this perk you can easily figure out the perfect things to throw at your enemies to damage their moral or hamper their abilities. (Free: Magic User)

SAILING [50CP]: You know how to pilot small boats by yourself and you possess enough nautical knowledge to command the crew of a large ship.

ACROBATICS [100CP]: You can easily run across rooftops, vault over obstacles, and run though busy streets without stopping. While your acrobatic feats are impressive, they're not superhuman. (Discount: Drop-In)

STRATEGY [100CP]: You can quickly analyze your situation and come up with a plan to overcome your current obstacle or conflict. (Discount: Bounty Hunter)

THIEVERY [100CP]: From pickpocketing to large scale heists, you're an expert at both planning thefts and stealing things unnoticed. (Discount: Treasure Hunter)

CRAFTING [100CP]: You can take common resources and turn them into simple objects and devices. With just some rope and a bit of wood you could create a plethora of traps. Additionally you can always figure out how to improve any weapon you acquire. You could add small guns or blades to a pair of gauntlets, or create a device that would greatly improve the skills of a combat robot. (Discount: Scientist)

POLYGLOT [100CP]: You're able to clearly speak and read any language used by the modern or ancient human civilizations of earth. (Discount: Magic User)

ANIMAL HANDLING [100CP]: Knowledge of how to ride and command domesticated creatures like horses, camels, and elephants. You can also calm and temporarily befriend wild animals with a bit of effort.

MARTIAL-ARTS [200CP]: Knowledge and training in a single form of martial arts equal to that of a master combatant. Additionally this perk will help you learn other forms of martial-arts more quickly. (Discount: Drop-In)

RANGED PROFICIENCY [200CP]: You're an expert at fighting with a single specific set of ranged weapons such as guns, bows, or throwing knives. At your current level of skill you could quickly hit several large targets with barely any effort or strike something the size of an adult man from several hundred feet away. Additionally this perk will help you learn how to wield other ranged weapons more quickly. (Discount: Bounty Hunter)

STEALTH [200CP]: You're a master at moving silently and blending into both shadows and bright lights, allowing you remaining hidden for long periods of time. You can silently take out foes or use your skills to avoid combat. (Discount: Treasure Hunter)

COMPUTER HACKING [200CP]: Top-tier knowledge of computer systems. You can break past security programs, steal digitized information, and take over automated machines with ease. (Discount: Scientist)

ALCHEMY [200CP]: The ancient science of mixing specific ingredients and then infusing them with natural energy. You know how to make a wide array of potions with both beneficial and harmful effects. (Discount: Magic User)

MELEE PROFICIENCY [200CP]: You're an expert at fighting with a single specific set of melee weapons such as swords, axes, polearms, or even shields. At your current level of skill you could dual a single experienced opponent to the death or fight off a large group of enemies with little difficulty. Additionally this perk will help you learn how to wield other melee weapons more quickly.

POWERS AND ENHANCEMENTS

Magic Users and Treasure Hunters receive one 200cp Magical Power for free and discounts on all other powers. Bounty Hunters and Scientists receive one 200cp Physical Enhancement for free and discounts on all other enhancements. Drop-Ins may pick either one 200cp Magical Power or one 200cp Physical Enhancement and have either the Powers or Enhancements discounted.

MAGICAL POWERS

POLYMORPHING [200CP]: You can transform people into harmless animals. Casting this spell on someone who's already transformed will revert them back to their original form. Individuals and creatures with their own arcane abilities or the power to resist magic may prove immune to this spell.

SCRYING [200CP]: You can see people, places and events in the present By looking through clear surfaces like water or crystal balls.

ELEMENT MANIPULATION [400CP]:
You're able to create and control one of the four main natural elements. Either water, earth, fire, or air.
At your weakest you'll only be able to use your abilities to protect yourself against a single robotic soldier by shooting shards of rock or gouts of flame, but at your strongest you could use your powers to decimate an entire village by creating small tornadoes or low-level earthquakes. This power can be purchased multiple times to get each individual element.

ENERGY BEAMS [400CP]: You can fire powerful lasers out of your hands and eyes. These beams are hot enough to start massive infernos, reduce people to ash, and decimate large castles.

HYPNOTIC VOICE [600CP]: Your voice is able to dominate the weak willed and control people's minds. You can use your enchanted songs to implant subtle hypnotic commands, force people into your servitude, or even suppress someone's memories. The effects of your songs will wear off shortly after your victim stops hearing them, and individuals who either have strong wills or simply hate music will not be affected.

SUMMONING [600CP]: Once per day you can summon a single creature or individual – whom you've personally killed – that will remain active and bound to your will until they're defeated. You can only have one summon active at a time, but you may keep an unlimited collection of creatures and individuals to summon.
If you decide to banish your current summon you may resummon it or switch it out with a different summon so long as non of your summons have been defeated in the past 24 hours. (Ex. If you summon one warrior then switch it out but have that new warrior defeated you must wait another 24 hours before you can reuse this power.) With time and continued use you can slowly lower the time it takes to reuse this power. With enough effort you can make it so that you only have to wait a few moments before you're able to summon something again and with continued practice you'll be able to increase limit of active summons up to the point where you can create an entire army.

FLIGHT [200CP]: You're able to float above the ground and fly fast enough to keep up with rockets and jet powered robots.

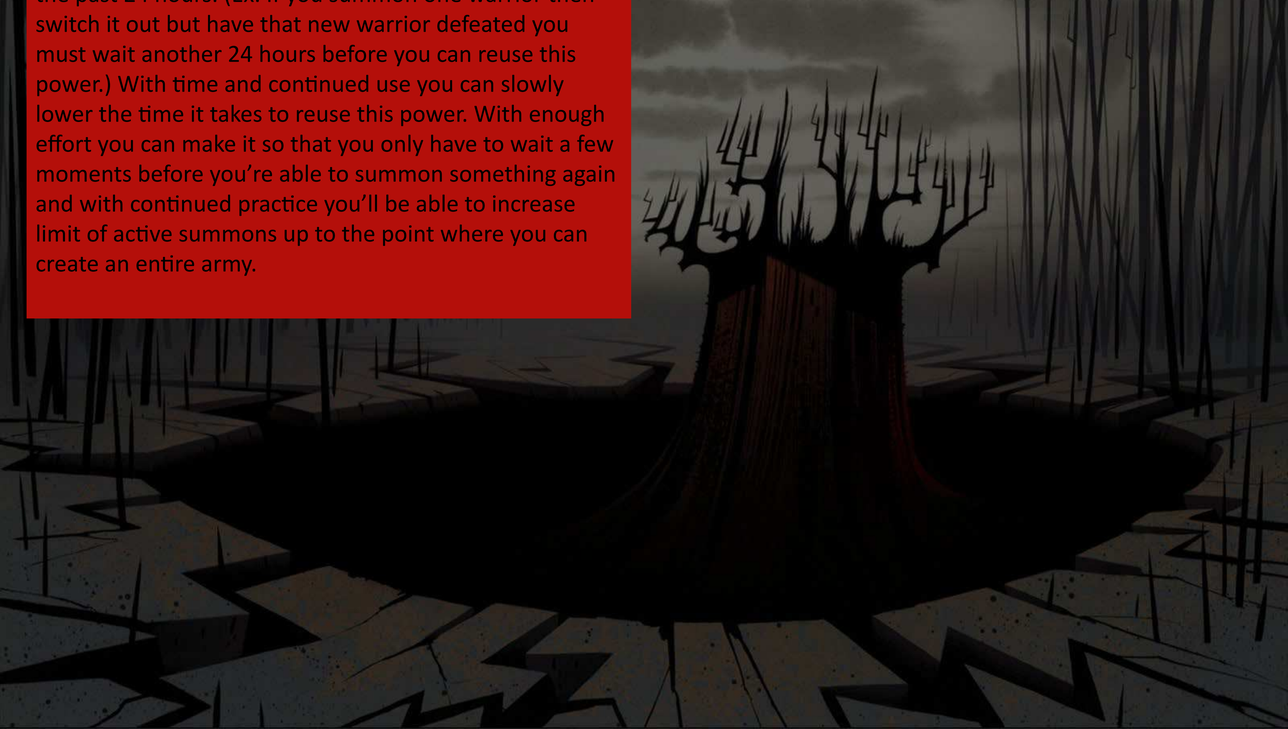
ENCHANTING [200CP]: You can grant magical properties to weapons by marking them with ancient runes. Right now you only know how to give weapons elemental properties but you can learn more enchantments by studying other enchanted and magical weapons.

TELEPORTATION [400CP]: You can teleport to any location you can see. Moving between points on the same world is instantaneous and interplanetary travel can by achieved by opening a portal to your destination.

ILLUSION CREATION [400CP]: You're able to make illusions that can be seen by living creatures.
They can be as simple as making a fake object or as complex as making someone believe they're fighting a fake enemy. Driving someone into insanity or death via shock with these powers would not be difficult.

RESURRECTION [600CP]: You're able to fire beams of necromantic energy that can transform intact dead bodies into undead monsters. These creatures possess no intelligence or emotion, and will viciously attack any living thing they see. Any slain undead cannot be revived again.

SHAPESHIFTING [600CP]: You possess the ability to transform into a myriad of different shapes and sized. You can assume the form of a dark amorphous mass and change into any creature or humanoid you can imagine. While in your amorphous form you can quickly change your size and shape, alter your limbs or grow new ones, and make other alterations to your body. If you transform into an existing animal or individual you will not receive any of the supernatural powers or abilities of what you change into. Your alternate forms are clearly distinguishable from their counterparts, you'll retain a noticeable color scheme across all your forms and you will be unable to emulate exact details unless you spend a significant amount of time designing a new form in your mind. Your smallest forms can shrink down to about the size of a mouse, but at your greatest size you can stretch wide enough to cover an entire graveyard or grow as tall as a several story tall tower.



PHYSICAL ENHANCEMENTS

ENHANCED SENSES [200CP]: Your sense of smell, sight and hearing are enhanced to near supernatural levels. You can detect extremely faint scent trails to track people, hear an arrow coming at you from the other side of a forest clearing and see with 20/10 vision.

ENHANCED AGILITY [200CP]: Jump good. Your sense of balance is drastically improved and you've gained the ability to propel yourself to superhuman heights.

ENHANCED STRENGTH [400CP]: You can lift man-sized rocks and punch through robots with your incredible strength.

ENHANCED FLEXIBILITY [400CP]: Your body is more than just limber, it can flex and even compress or stretch well beyond normal human limits.
Eat meals bigger than your head, fit through gaps a cat would reject and surprise your enemies when they think they're safely out of your reach.

ELEMENTAL AFFINITY [600CP]: You can shift into an alternate form made out of a single natural element, such as fire, water, wind, magma, mud, or ice. While you're in this form your strength and durability are enhanced to supernatural levels and you'll be able to reshape your limbs into natural weapons.
Be careful however as you'll be extremely weak to your opposing element while transformed.

BERSERK RAGE [600CP]: Whenever you're pissed off enough you can channel your fury to enhance your physical abilities. You'll be temporarily stronger, tougher, faster and less vulnerable to pain, but you'll have almost no control over actions until the target of your anger is gone.

NATURAL WEAPON [200CP]: You possess an organic weapon that's attached to your body. This can be any natural defensive mechanism, such as claws, a tail, quills, or even a weak electrical field. Can be purchased multiple times.

ENHANCED STAMINA [200CP]: You're able to keep going for long periods of time, you could climb a mountain with hardly any rest or fight off an opponent for hours without tiring.

ENHANCED SPEED [400CP]: Your natural movement speeds are enhanced, allowing you to sprint fast enough to keep up with speeding vehicles and react so quickly time will seem to slow down, giving you a few extra seconds to think or move.

ENHANCED DURABILITY [400CP]: Mundane foes and weapons barely phase you anymore. You can easily shake of beatings from several men at once and hits from large weapons that would normally break bones will only leave you with minor injuries. You could probably even survive a small explosion that would turn most people into gore, however an attack like that would still leave you bloody and unconscious.

INDOMITABLE WILL [600CP]: No matter what happens, no matter what misfortunes you suffer, you'll always be able to find a way to carry on and complete your goals. You can endure excessive amounts psychological stress, shrug off depression, and overcome negative emotions like anger or sadness.

REGENERATION [600CP]: Your wounds heal at an accelerated rate. You'll see cuts and other minor injuries disappear in a few seconds, witness broken bones, scars, and burs repair themselves after only a few hours, and see lost limbs regrow over the course of a few days.

ITEMS AND EQUIPMENT

It helps to have a bit of gear. Some of the items below are common and can be found or purchased during your time here, but others are very rare and unlikely to be found anywhere else. Except for the Signature Outfit, anything your purchase from here will reappear in your warehouse after a week.

SIGNATURE OUTFIT [FREE]: A simple set of clothing made from common materials. No matter how often this outfit gets destroyed you'll always be able to repair or replace it yourself. It consists of basic yet comfortable attire – like a hat, robes and sandals – made out of resources that would be easy to find in any world.

CAMPING EQUIPMENT [50CP]: A tent, sleeping roll, fire starter, lamp, survival knife, rope, and water bottles. Practically everything you need to survive in the wild.
(Free: Drop-In)

STATIC CHARGES [50CP]: Small magnetic grenades that can fry electronics and shock living enemies.
(Free: Bounty Hunter)

SCOUTING GLASSES [50CP]: This item features thermal, night, and x-ray vision settings. It will also allow you to see invisible laser traps and can even function as a set of binoculars.
(Free: Treasure Hunter)

BREATH MASK [50CP]: A small bio-mechanical device that fits around your face allowing you to breathe underwater and in toxic environments.
(Free: Scientist)

PET MONSTER [50CP]: You've managed to trap, create, or befriend a small creature such as a mechanical snake or an alien spider. While this little horror may not be very powerful it can still injure or annoy people and possibly kill others creatures of similar size.
(Free: Magic User)

THROWING KNIVES [50CP]: Twelve easily concealable steel blades that can be thrown and recovered with relative ease. They can also be used as conventional knives.

WEALTH [50CP]: You'll most likely see prices vary widely depending on where you are while you're here, but this should be enough money to live comfortably for five years, or sparsely for ten. Can be purchased multiple times.

GREAT FLAMING EYEBROWS! [50CP]: Wait, where did these even come from? Uh, ok. This is a small box filled with, uh, detachable flaming eyebrows that don't seem to harm the wearer and won't ignite anything you don't want set on fire. I guess you can wear them for fun if you're really into that sort of thing. Oh and for some reason the box is enchanted with a spell that allows it to produce an infinite amount of these things, so flaming eyebrows for everyone I guess.

CLASSIC WEAPON [100CP]: This can be any simple melee or ranged weapon, such as a sword, axe, crossbow, gun, or throwing spear.
(Discount: Drop-In)

GRAPPLING HOOK [100CP]: Perfect for people who can't fly, this handy little device will easily carry you between rooftops and tall trees.
(Discount: Bounty Hunter)

CODE BREAKER [100CP]: A handheld computer device that can deactivate electronic locks without raising any alarms.
(Discount: Treasure Hunter)

POTION KIT [100CP]: A collection of vials, bottles and ingredients for either alchemy or chemistry.
(Discount: Scientist & Magic User)

CLASSIC ARMOR [100CP]: Old protective clothing such as leather or scale armor. It doesn't have any advanced features but it'll keep you safe from most threats.

JETPACK [200CP]: This item features thermal, night, and x-ray vision settings. It will also allow you to see invisible laser traps and can even function as a set of binoculars. **(Free: Drop-In)**

ROBOT DATABASE [200CP]: Where in the world did you get this! The blueprints for every robotic minion in Aku's army is stored on this device, from the simple Beetle Drone to the advanced and extremely dangerous Ultrabot. It seems like you wouldn't have much trouble building these things on any sufficiently industrialized world, but certain unique upgrades (Specifically the A.I chip used on X9 and the essence of Aku infused into the Ultrabots.) are not mentioned anywhere on the device.
(Discount: Drop-In)

ENERGY WEAPON [200CP]: This can be anything from a laser rifle to a plasma sword to a shock staff.
Energy weapons are immensely more powerful than conventional weapons but they consume massive amounts of power, fortunately you should be able to find plenty of batteries for this thing.
(Free: Bounty Hunter)

MODERN ARMOR [200CP]: Defensive clothing that is immune to conventional firearms but only offers limited protection against explosives and energy weapons.
It can also come with an add-on such as a gas mask or a communicator.
(Discount: Bounty Hunter)

BRIEFCASE [200CP]: An incredibly complex multi-tool that looks like a simple briefcase. In addition to being able to hold things (Duh.) it comes with a built in scooter, flashlight and machine gun. It's also durable enough to serve as a shield against bullets.
(Free: Treasure Hunter)

SAFEHOUSE [200CP]: A private home that's completely hidden from both magical and technological detection. You're the only person who knows about this place, and no one can enter without your permission. The safehouse is stocked with enough supplies to last you about six months.
(Discount: Treasure Hunter)

WORKSHOP [200CP]: A small base filled with all the equipment you'll need to work. This lab can be used for your choice of scientific or magical research.
(Free: Scientist & Magic User)

MECHANICAL ARM [200CP]: A huge robotic arm you can wear to enhance your strength. The arm triples your natural physical abilities, but still gives you enough control so that you don't accidentally crush anything. Also unlike the original the battery in this one will last several hours.
(Discount: Scientist)

MONSTROUS MOUNT [200CP]: One of the many strange creatures of this land seems to have taken a liking to you. Pick anything from a giant insect to a cybernetic dragon, your new pet will be completely loyal to you, stands as tall as a large horse, and moves as quick as a hovercraft. Not only is this creatures fast and brave it's also tough enough to fight against some of Aku's robotic minions.
(Discount: Magic User)

MOTORCYCLE [200CP]: A large heavily armored two seater motorbike. This beast can travel up to 200 mph and comes equipped with twin forward guns and retractable spikes built into the wheels. While it can easily tear through things like standard beetle drones, conventional forces and weaponry can still completely destroy this vehicle.

INVISIBILITY SUIT [200CP]: A skintight outfit that can allow you to become completely invisible.
Note, the suit does not mask any sounds you make, and it can only keep you hidden for a few minutes before running out of power.

ENCHANTED WEAPON [400CP]: A classic ranged or melee weapon that's been improved with magic. This weapon is absolutely indestructible and can even harm supernatural creatures that are immune to non-magical weaponry. Additionally, you may select a moral alignment for the weapon, (Chaotic, good, evil, etc.) creatures of the opposite alignment will be dealt additional damage, and individuals of the matching alignment will be completely immune to harm. You may freely import any personal weapon you already have to be enchanted instead.
(Discount: Drop-In)

VIBRO WEAPON [400CP]: Either an individual bladed weapon or a small set of pointed throwing weapons such as knives or shurikens. If struck against a solid surface the weapon will cause nearby inorganic matter to vibrate at ultra-high frequencies and eventually explode. **(Discount: Bounty Hunter)**

CELTIC MAGIC WEAPON [400CP]: This mystically enhanced classic ranged or melee weapon is covered in arcane runes that allow the wielder to comeback from the dead as a ghost so long as the weapon is not completely destroyed. As a ghost you can be clearly seen and heard by the people around you but you cannot physically interact with anything. Also your ghost form can still be harmed, destroyed, or sealed with the right magic or technology. Only the most powerful of magical forces, such as ancient beings like Aku, are capable of damaging or destroying this weapon. You may freely import any personal weapon you already have to be enhanced instead.
(Discount: Treasure Hunter)

ULTRABOTS [400CP]: Four technologically advanced and extremely dangerous robots designed specifically to kill Samurai Jack. They're powered by Aku's dark magic, giving them an unlimited energy source, and each one comes with a single built-in weapon that it can use with deadly proficiency. [Flamethrower, Chain-claw, Wire, Shuriken, Gatling gun, Buzzsaw, Invisibility, or Katana.] Can be purchased multiple times. Do not count as companions.
(Discount: Scientist)

DAUGHTERS OF JUMPER [400CP]: Eight young women of uncertain origin who claim to be your daughters and loyal followers. These women posses all of your hereditary powers as well as any magical abilities or physical enhancements you purchased from this jump. They're also highly trained warriors skilled in tracking, martial arts, and the use of both melee and ranged weapons. Currently each one is worth about a dozen inhuman soldiers, but they all possess the potential and willingness to become much deadlier.
Can be purchased multiple times.
Each set of daughters take up a single companion slot.
(Discount: Magic User)

COMPANIONS

While traveling by yourself can be simple, and sometimes even relaxing, it is also extremely lonely and often makes fighting much more difficult. Any companions you purchase here will respawn in your vicinity fully healed after about a week.

TEAM UP EPISODE [FREE/50-200CP]: You can make up to eight of your current companions inhabitants of this world, granting them a background and humanoid body for free. You can also spend 50cp in order to give an individual companion 600cp to spend, or pay 200cp to give all eight imported companions 600cp to spend on skills, powers, items, or a Construct body. Companions cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks, and discounts given by their backgrounds if you spend cp on imports, otherwise they will only benefit from their new memories and a new form.

JUMPER AND... [50-200CP]: Each individual purchase of this perk will grant you a single a new custom companion from this world. Newly purchased companions 600cp to spend just like imported companions. New companions cannot select drawbacks or purchase any companions of their own.
This option also allows you to spend 200cp for the chance to take single existing individual from this world with you on your adventures. Only characters that have appeared on the show in-person can become companions. In order to make someone your companion you must convince them to come with you willingly.

DRAWBACKS

If you really desire more points, then you can select up to +600cp worth of drawbacks from the options below.

FIFTY YEARS HAVE PASSED... [+0CP]: So yeah, it turns that, without your intervention, it takes Jack a VERY long time to defeat Aku. If you're the kind of person who likes to see things through to the end taking this option will allow you to remain in this world until Aku is destroyed, however you have a choice in exactly how long that is.
By default this drawback will see that events follow the television timeline, in which Jack spent fifty years wandering the earth before managing to defeat Aku. But if you want see a somewhat more optimistic timeline you can instead follow the events of the comics where it took slightly less time for Jack to gather an army and confront the shapeshifting master of darkness.

WANTED [+100CP]: You have an insanely huge bounty on your head. You won't be able to go near any settlement without attracting at least a single bounty hunter who'll try to kill you. People will always come after you regardless of your reputation.

BLOODLESS VIOLENCE [+100CP]: You've vowed to only use lethal force as a last resort. You'll be unable to will yourself to kill any sentient creature for the next ten years, and you will also be less willing to land lethal blows against non-sentient creatures as well. Demons, robots, undead, and feral monsters are still free game.

SAM-MOO-RHAI [+100CP]: People who hear about you will decide to emulate your style, unfortunately, they'll do a horrible job at it and become almost the exact opposite of what you're trying to be. These people WILL find you and force you to fight them to prove that they're better than you, they'll most likely fail but their constant attempts to beat you will definitely get annoying.

THE DOME OF DOOM [+200CP]: Instead of being placed at a safe location when you arrive, you'll be dropped off into a cramped prison cell under a huge gladiator area. This place is locked down tight, it's impossible to teleport in or out, you can't tunnel through the ground and the walls are shielded against both magical and physical attacks. You're going to have to defeat all the other competitors if you want to get out of here.

WATCHED [+200CP]: Aku has taken an interest in you, and any time he isn't messing with Jack he'll either send various monsters and assassins after you or set some kind of obstacle in your path. Be warned though, Aku and his minions are extremely dangerous and making the dark lord mad or bored could cause severe repressions.

WORTHY PREY [+200CP]: Shortly after arriving in this world, you'll be attacked by four imakandi hunters. The imakandi are feline aliens that possess unparalleled tracking skills, and are regarded as the greatest hunters in the entire galaxy. This group believes that you can give them a worthy hunt and will pursue you relentlessly until you're captured. If you decide to kill your pursuers another group will simply take their place, each one even more driven to capture you.

SICK [+300CP]: You've been infected with a small piece of Aku! It will slowly take over your body and mind, making you more and more mentally unstable until you're completely consumed by it and transformed into a corrupted doppelganger of Aku himself. Only individuals with a strong spirit will be able to resist and perhaps eventually overcome this evil.

YOU AIN'T THE ONE [+300CP]: There's a massive blue skinned behemoth following you. This individual believes that you're a threat to "The chosen one" and has been given the task of hunting you down and eliminating you. This guy will be immune to pretty much everything you throw at him, his kind has been shown to take both magical and mundane attacks without a scratch and not even explosives seem to hurt him. You won't be able to negotiate with this guy either, he's been given a job to do and he's going to do it. Your best option here may be to just run.

YOU WILL ALWAYS BE ALONE [+300CP]: You're unable to form any permanent alliances. You must live and travel completely by yourself for the next ten years. Any allies you make will only be able to help you for a few hours before having to move on and you'll encounter very few people willing to simply talk to you.
Pets and non-sentient creatures are also unable to be kept for very long and any companions you've gained/purchased from here or previous jumps are locked away for the next ten years. There is one exception to this however, every few months or years you will find someone you're inexplicably attracted to and shortly after your meeting the two of you will become long term companions. However, either at a critical moment or when you're most happy and most emotionally invested in your new friend, they will be suddenly and painfully snatched away from you. The exact consequences of this can very but you will almost always be left emotionally scarred from the event, making it harder for you to trust or work with people. One more thing, you will completely forget about this drawback once you enter the jump so you won't know why your companions are gone or why you can't gain any new ones.

OUTRO

After the ten years are up, you'll be presented with the choices below.
Regardless of what you pick all your complications will be revoked.

BACK TO THE PAST: This was it, you've had enough adventures and decide to return to earth. You get to keep everything you've gained in this world plus anything you have from an other worlds you may have visited.

STAY IN THE PRESENT: You've decided to stay here and continue your new life. Maybe you want to help defeat Aku, or perhaps you just want to take over this world for yourself? Either way, you'll remain here forever and never return to your world again.

INTO THE FUTURE: This was fun, but it's time to move on. You'll be sent to another world and leave this one behind, although there is a chance that you may return someday. You get to keep everything you've purchased from this cyoa, as well as any skills or powers you may have gained during your time here.

NOTES

1.] You're able to pick any physical weapon, or tool that could be used as a weapon, to be enchanted. This includes the briefcase and the mechanical arm offered by this coya. The limit I'm going to place on this is personal weapons only, no mechs, vehicles, or anything else that you can't hold in your hands.

2.] Enchanted ranged weapons still need ammo but their projectiles gain the same properties as the weapon.

3.] Teleportation requires you to be able to see your destination in real-time. You can teleport in rapid succession, no cool down required. You're also able to teleport people you're touching and pull individuals through the portals you create.

4.] The Ultrabots are covered in adamantium armor but it's not nearly as strong as the adamantium found in Marvel, it can be easily broken with enough physical force or heat.

5.] The Daughters of Jumper will only gain powers and abilities that are specifically defined as being inheritable either by the jump or the canon it's based upon. (I.E. Bending powers, H.P magic, genetic powers and alt.forms, etc.) One of your companions, or someone else you specify, can be the other parent of the daughters but they will only pass on some of their physical traits.

6.] If you're revived as a ghost and manage to avoid having your soul destroyed you will regain your physical form in the next jump. Creator rulings and 1-Ups or other methods of cheating death may change this. Please fanwank or consult jumpmakers for specifics.

7.] Summoning works by absorbing the soul or essence of your enemies and keeping it within yourself for later use. This means that souless and synthetic enemies can only be absorbed if they possess at least sentient intelligence. Summons will spawn with the items and equipment they had on them when they were killed. Items retain their original properties. If for some reason you decide to resurrect a fallen foe, or let their soul pas on to the afterlife, you loose the ability to summon them. Individuals with the ability to affect souls can permanently damage, steal, or destroy your summons.

8.] Units listed on the Robot Database;
Beetle Drones: Beetle like robots that serve as standard infantry units. Move quickly by crawling but stand on two legs to fight, they can also be upgraded with wings to allow flight capabilities. Armed with four powerful scythes attached to their body.
Mantoids: Giant robots that resemble praying mantises. Possess strong scythe-like forearms used to cut through enemies along with machine guns (1 in each scythe arm and another inside the head.) and rockets for mid-range combat. In the event of imminent destruction they are equipped with escape rockets in their heads.
Tick Drones: One of three robots designed to be used in outer space. They're Capable of attaching to ships and drilling through their hulls. Even if the rest of their body is destroyed, the heads can continue drilling with no loss in effectiveness.
Mosquito Drones: The second type of robot designed for outer space. These machines can force their proboscis through ship hulls to drain their fuel levels.
Hornet Drones: The final type of robot designed for outer space. Hornets are pure combat robots, housed inside their abdomens are guided missiles used to destroy targets. The Hornet Drones also have the ability to merge into a large cannon capable of firing an energy beam that can destroy or damage an unshielded starship.
Ninjas: Masters of stealth and assassination, these robots are highly intelligent and deadly. They're master swordsmen, infiltrators and hand-to-hand fighters, they can also hide themselves in shadows so well that it would take machinery or near-superhuman senses to detect them.
X-Models: Heavily armed assassin and urban combat robots. These humanoid machines are capable of using ranged weapons and can be repurposed for a variety of tasks but they lack any advanced intelligence or learning capabilities.
Ultrabots: Tough, heavily armed, ruthless, these are the most powerful robots ever created. Each one is capable killing countless people on its own but a group of them together can reduce an entire town to ruins. The ultrabots possess limited A.I and can be equipped with a variety of powerful weapons.

