Cuphead
"Don't Deal With The Devil"
(A Jumpchain CYOA: Version 1.0)

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"Welcome, to the magical land of Inkwell Isle. As if a world straight out of a Fleischer cartoon, everything appears as a bouncing, dancing, happy go lucky cartoon.

Not everything is well in these lands though, as the Devil is wheeling, dealing and scamming people out of their souls at his casino on the wrong side of the track!

His debtors are mean sorts that have run away and now make trouble for the other colorful characters scattered here and there. At least, that was until your leading acts got into trouble too.

A pair of playful scamps by the names of Cuphead and Mugman, ignoring the advice of the wise Elder Kettle, went to the Devil's Casino and lost their souls in a bet gone awry.

Now they must play the role of his debt collectors or lose their souls, travelling across the isles to engage the debtors in a fight for the contract for their souls.

Then what? Will they hand the contracts over like his merry little helpers? Defy the devil in a hot bout for everyone's souls including their own?"

"Well, we don't know the ending in store for this production quite yet."

"It's time for a new episode in Jumper's adventures. Mix things up in this perilously whimsical world that appears to be straight out of the earliest cartoons. Have exciting adventures across Inkwell Isle! Face the world's monstrous rogues! Just remember folks, don't deal with the Devil."

You have 1000 Choice Points to purchase what you like, have a merry ride!

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“Locations”

Here you’ll be deciding just where in the world you end up! Roll a D8, compare your result to the numbers below and you’ll have it! If you don’t like it, pay up, buck! You’ll have to fork over 50CP to choose anywhere as a starting location.

-(1-2) - Inkwell Isle One: “A simple place, the first of the Inkwell Isles is the farthest place from the Devil’s Casino in this land. Home to Cuphead and Mugman and the Elder Kettle, this place is covered in a cozy forest, a few rural homes and lots of plant folks.”

-(3-4) - Inkwell Isle Two: “The second of the Inkwell Isles, most whimsical place in the land. The entire island is like a combination amusement park carnival with a dash of candy land. Candy people, clowns and more magic than you can shake a stick at. Enjoy yourself, but don’t lose your head!”

-(5-6) - Inkwell Isle Three: “The third and final Inkwell Isle, home of the big city and the main port. All the real business and activity is going on here in this hustling, bustling metropolis, but it’s also the closest place to the Devil’s Casino. Take care of all these big city slickers and pirates, would ya?”

-(7) - Free Pick: “Jackpot! Lucky number seven, you get to pick any location you well please, bucko.”

-(8) - Devil’s Casino: “The Devil’s Casino, a den of villains, demons and the tortured souls of those the Devil has conned. The sleazy King Dice runs this place for the Devil, watching over all the blind rubes who actually think they can beat the house. The Devil’s tower is right next door if you wanna pay a visit.”



“Your Story”

You’ll be dropping into this world, but not as a blank slate, not completely. Pick any of the below origins which will decide what kind of history you have in this world, what memories you may have.

After that, roll a d20+10 to decide on how old you are, which could influence your memories and position before getting here. Pay 50CP to choose yourself if you want too.

Choose whichever gender you like, doesn’t bother me any. Hey, and if you’re really feeling independent, you can just drop the history and extra memories that come with your origin, go in clean.

-Resident: “You’re not taking part of this devil business, not one bit. Not with him, not against him, you’re just a resident of Inkwell Isles trying not to get caught in the crossfire.

You can pick whatever cartoony form you like as a result, though the most common would be some form of anthropomorphized animal, or a random object with arms and legs.”

-Cannikin: “Whether through relation or coincidence, you seem to be a cup person like Cuphead and Mugman. Whether that means you just have one for a head, or composes almost your entire body, you are a dandy, animated cup.

You seem to have that same exact attraction to trouble and interest as your relatives too. So, as preparation for any scuffles with ruffians, you downed a magic potion to deal out a pummeling to anyone who gives you trouble.”

-Debtor: “With either a history of bad decisions or a bit too much pride to notice you’re being conned, you’ve lost an all too important debt to the Devil. Fortunately, he doesn’t come collect debts himself, and yours slipped the booking.

Long as you lay low, no one’s comin for you. You can be damn near anything you can think of, but you’re definitely gonna be on the scary side. Killer clown, chaotic car, dastardly daffodil, bad tempered bird, a pirate, all I have to say is read the tone and stick with the style.”

-Croupier: “You know that scummy casino straight from hell I’ve been mentioning? Well, you work there. While the position of Devil’s right-hand man is certainly filled, you could call yourself the left.

Whether a demon, a die headed gambling man or something else hellish or gambling themed, you’ve got your pick of forms that no one else in the isles wants to see.”



“Perks”

Gosh, I bet you were chomping at the bit to get here. This is where you can purchase all the skills, powers and magical abilities you could want. General perks are full price, but any perks under an origin are discounted to that origin by 50%. 100CP perks meanwhile are free for their origin.

“General Perks”

-(Free All/200CP) - Dose of Rubber Hose: “This bouncing, whimsical, wonderful place is populated by equally colorful characters, and now you fit right in. You’ve got some cartoon powers!

Flex and twist like you’re made of rubber! Stuff things the size of yourself in hammer space and pull them back out by just reaching around your back or in a pocket!

You’re even capable of feats of minor yet bizarre shapeshifting like plucking your head off harmlessly or tucking up into an orb after getting a running start to bowl people over. It’s nothing too significant, but it is a lot of fun.

By paying 200CP, these powers extend outside of just your cartoonish local form, and can be applied to any form you might have.”

-(Free All/200CP) - The Most Remarkable Magical Abilities!: “From Cuphead and Mugman’s finger blasts to Ribby’s blazing fists to Beppi’s balloon dogs, it seems like just about everybody in this world has some kind of magical projectiles to fling about in a brawl. Now, so do you!

You have the ability to pick and customize your own magical blasting power. By default, you start with something like Cuphead’s Peashooter. Rapid fire, great range, quick projectiles, decent damage and the ability to fire as much as you want with no need to rest. A very solid shooter.

From this base you can sacrifice some traits to enhance others, or give new ones entirely. Reduce the range to add more bullet streams like the spread shot, or remove the weightlessness to have your shots bounce like the lobber.

By drastically lowering your magic blast’s rate of fire and removing the ability to fire indefinitely, you could even simulate the powerful attacks of various debtors, like the great laser projected by Brineybeard’s ship, or Matchstick’s meteors.

Additional shot types and attacks may be purchased for 200CP each.”

-(100CP) - Hand Drawn Passion: “This fantastical world right out of the minds of Studio MDHR was lovingly hand drawn in our world and beautifully bouncy to behold from first person. As a special offer, we’ll offer a bundle of sweet abilities here.

First of all you’ll gain significant artistic talent. You could channel this however you like, but you’re of course best at Fleischer style animation like the kind found in this world.

Second of all, you’ll be allowed to toggle the way you view the world between normal, and the way it’s seen in this one. This doesn’t actually change the world, simply how you perceive it.”

-(100CP) - Spooky Scary Slasher: “Golly gee, all the baddies in this world sure are scary! Their faces twisting into all manner of scowls, grins and grimaces that could scare the pants off a bear! Now you also possess this emotive range, able to contort your expression into extremely emotive expressions that leave no doubt about what you’re feeling. Especially scary looks are your specialty though.”

“Resident Perks”

-(100CP) - Tricky Whistle: “Boy I bet you’re fun at parties! You could impersonate just about anyone with those fine-tuned chords! This perk gives you the ability to play with your voice in a wide variety of complex ways.

Transform your voice into something as deep and guttural as Porkrind’s, or the loud, booming, radio voice of the hot-blooded announcer that you’re definitely not alone in hearing.

Sounds like people you know, sound like people you don’t, apply filters like your voice is coming through a radio or intercom, blast it at megaphone volumes, even layer it to become your very own barber shop quartet! I’m sure you have some practiced accents in there too.”

-(200CP) - Sneaky Shortcuts: “It sure is annoying to follow the proper roads and paths when clever sorts can cut the whole way in a fraction of the time. Isn’t it? Well I think so, so listen to this deal.

This perk gives you the ability to take bizarre shortcuts like right out of an old cartoon that cuts travel times to a fraction of what they’d ordinarily be. Not as effective if someone watches you do it though.

Why climb a tree when you can just order an elevator to the top? Why not tip toe into a seaside cave to come out a different cave on the opposite facing coast? Take the scenic route at the fork in the road to get to the destination faster than the express lane!

It even works with planes, trains and automobiles if you feel like driving. You can’t make traveling to the other side of the planet an instant affair, but you could damn sure get there faster with this than without.”

-(400CP) - Blueprint Brilliance: “Are you a simple hobbyist looking to introduce others to your craft? Possible an enterprising entrepreneur on the rise? Whatever the case, you have a vision, and your vision includes sharing that vision with others.

You have skills in engineering, and a remarkable skill for drawing up blueprints for all sorts of marvelous machines. These blueprints can help even relatively inexperienced engineers figure out how to build whatever it is you’ve detailed, what it does and how it works!

With a set of your instructions, you could probably even teach a couple of rubes how to fly a plane if you’ve got the time and they’ve got some skills. As a nifty additional ability, you can simply pop blueprints for something you know how to make right from your hammerspace at a whim.”

-(600CP) - Potent Potions: “A newt’s eye or two, a pinch of crab salt and chopped bat wings? Or maybe it was taffy, weeping willow tears and sunlight… The details aren’t important, but what is important is your ability to brew up magical potions like the kinds found in Porkrind’s traveling shop.

By default, you know how to brew up all the potions found at Porkrind’s from Chasers to Roundabouts, along with the Peashooter Potion. Anyone who drinks one of these gains the magical power to shoot off magical bullets of different types and styles.

With time and practice though, you can extend your brewing abilities to cook up potions for different magical powers simulating whatever might be possible with the ‘The Most Remarkable Magical Abilities!’ perk, or just add a pinch of magic to other things you brew.

The greater the deviation from the norm, the harder it would be to brew. Drinking two of the same type of magic ability potion has no real effects, and a bit more focus than normal might be needed for anyone who drinks a number of them.

The wide variety available for yourself and others can really help you sock it to anyone trying to rough you up. You could probably make a real killing off of them too.”

“Cannikin Perks”

-(100CP) - Pre-Scuffle Sip: “You’ve got stuff swimming around in your head, that’s just part of the territory as a cup. As opposed to milk or tea or soda pop though, you’ve got something magical.

With this perk, that potion you drank has had a minor side effect of making your head fluids into something a bit more magical. Anyone who sips from your head, and that includes you, will get a real pep in their step. Fatigue just melts away and a rush of energy takes its place.

It’s not a real replacement for rest and recovery, but it’s a kick in the pants when you need it to be. Sip up when you get into a fight, or just give yourself a pick me up when you have a long day ahead of you. The contents of your head never seem to run out, so go wild.”

-(200CP) - Parry Parlay: “If you’re anything like Cuphead or Mugman, you’re going to get into a lot of sticky situations. Attacks roaring from the front, barreling down your back and raining from above.

When you need to give yourself some breathing room, how about just slapping down some of your enemy’s attacks? With this perk you gain the ability to parry attacks with a strong open hand.

Random projectiles will now appear as pink in your vision, those attacks can be harmlessly knocked aside or destroyed entirely with a well-placed slap. In fact, doing so can give you a rush of magical power for a moment. Anything already pink is applicable from the start.

A word of warning though, if you try to bite off more than you can chew, parrying won’t be much help with destroying or diverting an attack. Parrying such powerful offensive will instead throw yourself away. In that way, it can be used to throw yourself out of danger.”

-(400CP) - Winning Hand: “Are you a gambling glass? Are you feeling lucky? Do you think you’ve been dealt the winning hand? Well, lay your cards on the table and let’s see what you got.

This perk bestows the ability to draw magic cards from your hammerspace during a fight. The more you fight, the more you can draw, though only five at a time, no cheating you hear?

Each magic card can be spent on a magic power like your ‘Magical Ability’ to fire a supped up, EXtra powerful version of it that can really lay a wallop on whatever’s on the receiving end!”

-(600CP) - Something Special: “Now tell me somethin’ young mug, have you ever been in as bad a situation as Cuphead? A young scamp who lost his soul to the Devil, forced to go after monsters and crooks left to right and beat them all before the day ends, or be forced to go to hell?

Did you ever feel like giving up? Ya didn’t though, did ya, or else you wouldn’t be here now. Lemme tell you somethin’ now kid, there’s always a light at the end of the tunnel, you just have to know where to find it. That’s a promise.

You ever hear the phrase ‘Where there’s a will, there’s a way!’? This perk helps believe in that. No matter how bad the situation might be, life hanging on by a thread, the damsel in distress and not a chance of beating the clock, there’s always a hope as long as you cling to it.

If you can survive long enough to see it, events will seemingly conspire to see you get what you need to save the day. It could be a potion from your grandpa, a can full of leafy greens, or just your rival’s weakness taking its time to expose itself.

What you get might not be what you want, but it may just be what you need. Just smash your head against the wall and you’ll survive this dark night to see the vibrant dawn.”

“Debtor Perks”

-(100CP) - Swingin’ With Style: “You don’t really like to be called something as nasty as a ‘debtor’ when you’re so much more than a debt with the Devil. You’re a colorful character that can stand on your own two feet. This can help remind people of that by reinforcing your ‘definition.’

On purchase you may select a theme to stylize yourself around, warping everything you can do to fit that theme and definition. Your chosen theme doesn’t necessarily have to make much sense and can be as wacky as you like, from ‘German Military Mouse’ to ‘Night Sky Woman’.

Outfits seem to tailor themselves to suit your fashion, your magical blasts appearing as something thematically appropriate from random treasure to winding feathers. This can be selectively toggled off to leave certain things untouched, and may be purchased multiple times for more than one theme.”

-(200CP) - Monstrous Beast!: “You can’t be very scary if you’re running around the same size as those precocious cup kids, can you? No! You need to be big and scary to be big and scary, it’s just common sense. Don’t you know that much?

By default this bumps you up to ten feet tall with all the ferocity that implies. This perk also helps you out on the scary by jacking up your cartoonish shapeshifting powers. Turn yourself into a living fan by spinning at the waist to blow foes away, or spontaneously grow your arm five times its size for a punch.

If you really feel like becoming the biggest, scariest, most intimidating baddy you can be, this perk can be purchased a second time. A second purchase boosts you to the colossal size of those like Cala Maria or Dr Kahl’s Robot. Those little teacups would need bombs to bring you down!”

-(400CP) - Run n’ Gun: “Notice all those wise guys like yourself that Cuphead is tasked with taking to task really rock the home field advantage? What about their slew of bozos and goons, wonder what hole they crawled out of? Well I invite you to a bit of show and tell.

You now have the ability to spread pieces of yourself out, either infusing those pieces into the area or creating something new from them. This essentially allows you to enhance and transform the terrain with your powers to give yourself the home field advantage, or create minions or items that bare them.

You can give away as much or as little as you like of as few or as many skills, powers or abilities you like, but the more spread out you are, the less effective any individual part is.

You could create a bunch of disposable minions with a bit of your magical blasting power, or a single, great, powerful monster by temporarily giving away your ‘Monstrous Beast!’ perk entirely, for example.

When diffusing your skills or powers into an item, the form it takes may actually make them more efficient or effective. After all, I bet it’d be easier to aim and fire your magical blasts if they came in the form of a gun, am I right?”

-(600CP) - You Like The New Look?: “There’s eccentric, cartoon shapeshifting and there’s the wild stuff these guys get up too. Frogs combining into a slot machine, a bee turning into a plane, it seems like these crooks have some serious tricks up their sleeves.

You have the power with this perk to customize up to four different forms. Each of those forms can retool choices made in this Jump like what you look like as part of your origin, what kind of magical blast(s) you customized, or chosen theme with ‘Swingin With Style.’

Additionally, like the above perk, you may spread all your various powers and abilities out across these forms, but they will not diminish in power. Instead, they’ll grow in strength if you make them specific to a certain form.

The fewer abilities and such a form is given compared to your total number of notable skills, powers and so on, the stronger those abilities will be. Although it takes a few moments to transform, possibly leaving yourself open, the benefits of building up several specialized forms like this are clear.

You may choose to have as few as two forms, or as many as four. You can also customize your forms in the future if you have a change of heart, such as spreading a power out you had exclusively in one form, or retooling some choices you don’t care for, but it takes a week before you can customize again

When designing forms, you can also implant triggers that cause you to automatically transform on reflex. This allows you to do things such as designing your ‘Casual Socializing’ form to change into your ‘Scary Monster’ form if you’re seriously injured from a surprise attack as an example.”

“Croupier Perks”

-(100CP) - Forked Tongue Scum: “A con, a crook, a genuine moustache twirling snake oil salesman. You’re the worst of the worst when it comes to cheating people out of what they hold dear.

You can literally feel the greed coming off the chumps you pass in the street, and with your terrific way with words, you know just how to speak to it.

Sell them on your latest pyramid scheme, bait them into your latest game of chance, all rigged for your benefit of course. You can talk the talk, wheel and deal, and con and cheat with the best of them.”

-(200CP) - Gambling Man: “Why, even if you don’t have the head of a die and get caught outside your job at the casino, any old schmuck could tell that you’re a gamblin man.

With this nifty perk you have the skills to summon up all kiiinds of casino and gambling paraphernalia. Decks of cards, roulette wheels, shiny pairs of dice, poker chips, booze, cigars and more.

And, hey, I never said it all had to be legal standard. You can summon personalized items of your desire, or loaded, marked or otherwise rigged equipment to help with cheating easy marks.

If you feel like dismissing anything summoned, it’s just a flick of the wrist away. Otherwise, it’s all permanent and solid as if it always existed.”

-(400CP) - Dealin’ With The Devil: “You’re one of the Devil’s top brass, a real VIP of H E L L! Maybe because of this, you’ve been trusted with being his bookie and a measure of power that comes with it.

This perk essentially allows you to make deals for people’s souls, complete with official contracts. The agreement can come in many forms, the promise of a trade between something you have and their soul, their soul swapping ownership to you if they lose a bet and so on.

The deal doesn’t necessarily have to be fair unless you’re proven to be acting outside the agreed upon contract, but it does have to be mutually agreed upon. Once someone’s soul is yours, it will fly into your possession upon their death as opposed to some other afterlife.

Alternatively, you can collect on it early by beating the tar out of someone who has sold or lost their soul to you and sucking their soul into the contract when they can’t resist.

Any souls you own by contract cannot be retrieved or taken for as long as you hold on to those contracts, though any significant amount of damage to a contract renders it null.

In your hands, claimed souls can be transformed into loyal, demonic minions. Alternatively, souls claimed early by beating someone down can be used to warp that person into a demonic form. You can also just hold on to them, use them as incentive for trade and whatever else you can think of.

Remember, unless you beat the soul out of someone, they can just run away. Unless immortal though, you’ll always have what’s rightfully yours in the end.”

-(600CP) - Gamest in the Land: “King Dice? Bah! So what if he’s the Devil’s right-hand man? You’re the king of your castle! You’re just as slick and strong as that lanky block head could ever claim to be!

Through this purchase you’re given a variety of powerful abilities revolving around your property. You can open holes in the floor and walls that lead anywhere else on your property, or even towards a separate property of yours.

You can also adjust the size of your property along with all the things you own on it. This would allow you to grow or shrink everything by several orders of magnitude, allowing you to jump up to the size of a giant in front of someone formerly just as tall as you were, as if they were a mouse at your feet

You can even play with the space and size of specific areas in your property, as if turning individual rooms or cracks in the floor into their very own dimension. Go where you want, play the giant, stuff your house in your back pocket and turn your closet into a mountain climbing experience. This is all yours!”



“Items”

Hello all! Hope you’re ready to crack open your piggy bank, there’s lots of fancy stuff in this here market. Just like perks, all the things under an origin are discounted for that origin, 50% off! What a deal! Also just like perks, 100CP items are free for their respective origin.

“General Items”

-(50CP) - Cuphead Cup: “A simple coffee cup, or it would be if it didn’t have a face. Appearing like Cuphead’s, well, head, this object tends to mimic your facial expressions as long as you hold it.

It comes with a silly straw that seems to stretch and contort to stay in your mouth as long as you keep drinking. Alternatively, you may also purchase a Mugman Mug, which appears like his head.

Either cup or mug, they seem to hold a lot more than their small size would suggest. A lot more of whatever drink you put in seems to come out as you sip and gulp.”

-(50CP+) - A Swell Pair of Gloves: “You now have a pair of white gloves with black ovals on the back. Not only are they comfy, they never seem to get in the way or get dirty.

Additionally, whenever you’re in trouble they get a mind of their own and pop off and try to help, either by running for your friends, slapping you awake or grabbing something you need. Can be purchased multiple times for multiple pairs.”

-(100CP) - Snazzy Classic Jazzy: “Classic Jazzy is a living phonograph with arms, legs, a suit and a nice hat. He follows you around wherever you go, playing mood appropriate jazz, always hiding just out of sight.

He’s veeeery sneaky and can go unnoticed, unseen and undetected unless you personally go looking for him. Mostly just capable of gags, playing jazz and taking requests.

Crank operated, but he can crank himself. Most people seem not to mind the music since it’s not too obtrusive, though some may question where it’s coming from.”

“Resident Items”

-(100CP) - Loaded With Gold: “This doesn’t just give you a nice bag of gold the size of your fist. You get a map of the entire region, or perhaps the entire world, with stashes of hidden gold coins.

It’s a real-life treasure hunt with money at the end of the road! Alternatively, you could choose to give the map to other people to send them on a wild scavenger hunt distraction.”

-(200CP) - Fickle Farm Plot: “Well I’ll be a monkey’s uncle, look at this dirt! This here is a plot of nutrient rich dirt all set up for gardening and farming whatever you want to plant here.

Anything you grow here ends up extra big and health. Potatoes the size of a boss, carrots the size of a grain silo, gourds you could live in! Temperament may vary, so be kind to those greens!”

-(400CP) - Caravan of Wonders: “Your very own rolling, wandering wagon of mysteries and wonders! This wagon is able to behave as a very special show. Although there is no engine or horses, it can roll around under its own power.

Having a measure of cartoony power itself, it can transform to get past obstacles, like rearing up on its back wheels, hiking up its skirt and tip toing across a river.

The really special thing is the wagon’s abilities to exist in multiple places at the same time. You could leave one version behind on one isle, and another at the other end!

To interact with customers from one location to the next, just close the window on one and open it up at the other! Don’t think about it too hard, it just works.”

“Cannikin Items”

-(100CP) - Baseball Card: “Ain’t this the bee’s knees, you have your own baseball card! Featuring a hand drawn portrait on the front, it comes interesting facts about you on the back.

Things like your favorite color, or favorite dance move. Anything written here is something you can easily remember or show off with. If you ever want to change what kinds of advantages that brings, it comes with a special pencil for erasing and editing fun facts whenever you want.”

-(200CP) - Sky High Biplane: “You’ve got your very own plane! Fun sized, anyways. This personal one-seater is able to support your weight despite its small size and propel you through the skies!

It’s surprisingly easy to pilot after a bit of practice, comes armed with a machine gun with infinite bullets, and an infinite supply of small, cartoonish bombs it can drop off at your discretion.

Using your cartoon powers you can merge with your plan to maneuver and fly faster, though your weapons aren’t as great like this. Additionally, if you have Winning Hand, you can expend five cards to temporarily transform yourself and your biplane into a living bomb that reforms after blowing up!”

-(400CP) - Manic Mausoleums: “Not exactly yours, by purchasing Manic Mausoleums you cause haunted mausoleums to show up in this world and future worlds.

In each and every one you come across, you’ll find the Legendary Chalice stuck in a funeral earn! Banish all the pink ghosts inside with a parry slap or some other form of exorcism and save her!

Each time you save the Legendary Chalice, she’ll reward you with a special, powerful spell she found inside called a ‘Super’. Supers are excessively powerful and excessively exhausting, allowing you to fire massive beams from your head or call up a spirit to pummel foes.

If you have the Winning Hand perk and throw away five cards, you can completely negate the exhaustion! It’ll be a bit harder to build up a hand for a little while though.”

“Debtor Items”

-(100CP) - Artistic Liquor License: “Cheers, here’s a couple of gifts from me to you, booze! Two bottles of liquor, both bottomless. The first is Monochrome Moonshine. Anyone who drinks this will see the world in black, gray and white and generally mute their senses a bit to chill out.

The second is Technicolor Tequila, making the world more vibrant and colorful to your eyes and filling sounds and sights with more life. Both will wear off after a while, but one can also be chugged to cancel the effects of the other.”

-(200CP) - Terrifying Vessel: “Sign here, and here, and here on the dotted line. Congratulations, you are now the proud owner of this gruesome sight! You may pick a small structure or large vessel from a double decker bus to a two-story house.

This structure or vehicle, aside from generally being high quality and self-repairing, now acts as an extension of you while you’re in close proximity to it. This allows it to benefit from whatever perks and special abilities you might have.

Wear it as armor, have it crawl after enemies while you ride, let your imagination go wild with what you can do with your own monster castle or fearsome sail ship that can do what you do.”

-(400CP) - Inky Island Paradise: “Forget home field advantage, let’s give you home land advantage! You have your own Inkwell Isle. It’s not too big, and not too small. You can find it connected to the island chain in this world, and inside of an old TV you can pass in and out of in future worlds.

The island is themed as you like, from humble forest to whimsical theme park to busy city or something more original. Everyone and everything here is some form of toon and you’re something of the mayor. Nothing that comes from here can leave, but you can visit whenever you want for hijinks.

Optionally, you may also have a new island sharing the themes and nature of the island in your TV show up somewhere in the world as a normal property in future worlds. That said, it’s going to be quite a weird sight in any world not as toonish as this one.”

“Croupier Items”

-(100CP) - Shifty Suit: “This my good sir is an odd suit tailored to your parameters. It could be a normal suit, spiffy and clean and wonderful no matter what the color.

The more special option is a full body suit that can appear as whatever you like, even being half or double the size of your body with completely different body and bone structure.

Despite the differences you can slip inside just fine and move about as if it was perfectly natural. No one would be able to tell this body suit wasn’t the real you until you shed it like a second skin. Alternatively, you can just buy a normal, spiffy suit that’s comfy and clean.”

-(200CP) - Pair o’ Die Houses: “With this purchase you get a pair of dice, houses that is. Big, pink, each resembling a die with windows and doors from the outside and well decorated inside.

Either die house may be placed anywhere you like, working best in corridors and narrow passages, like halls, caves and bridges since they can integrate with their surroundings seamlessly.

As you might be able to guess, the die houses are best used to obstruct people’s way. While there are doors for entering one side and exiting the other, there’s also the unique alarms that alert you whenever someone enters, allowing you to pop on over or activate traps at a moment’s notice.

You’ll have to pick a Die House up before you can put it down elsewhere, but they’re fairly flexible outside of that given their ability to squeeze into and around obstructions and land.”

-(400CP) - Devilish Casino: “You receive your very own grand casino. A monolithic place that shares more in common with a castle or fortress than a normal casino, there’s floors on floors of gambling areas, lounges, bars and staging areas for bands.

Sure, it might all sound mostly normal at first, but many of the casino goers you’ll find are in reality fiendish fiends, ghastly ghouls and dastardly demons blending in, and they all work for you.

They can help the rubes and marks feel at home, lull them into a false sense of security, and set them up for you to con and trap at your discretion, revealing their true forms whenever you want to deliver a scare or show your guests that they’re not all that safe.

Though, if you don’t really feel like being devilish, you could just run it as a normal casino and be a normal sort of scum with the usual inviting atmosphere of lights, games and sounds.”

“Companions”

-(50CP) - Single Import: “Pay the entrance fee and let a friend hop in! For 50CP you can bring in a companion of yours and give them 600CP and a free Origin.

They get relevant discounts and freebies, and the ability to buy what they can afford. This option may alternatively be used to make a native companion from this world, influenced by whatever origin you choose for them.”

-(300CP) - Group Import: “Let’s start a great big party instead! Import up to eight companions, each with all the benefits of the Single Import. Everyone gets 600CP, a free Origin, and all the discounts and freebies you would get in the same position. This can be used to make new companions however.”

-(200CP) - Canon Companion: “For the low, low price of just 200 Points, you get a special invitation that spritzes confetti when opened! What do you use it for? For inviting someone of course!

You can use this invitation to invite one person of your choosing to come along on your adventures as a companion. They’ll just need to accept, of course.

As a special bonus, certain folks who wouldn’t be caught dead without a close relative, friend or ally, like Ribby and Croaks, or Wally Warbles and his son, you may invite them along as a group companion. Nothing silly like Rumor Honeybottoms and her entire hive though, buster!”

"Drawbacks"

Uh oh, didn't we warn you not to deal with the Devil? Well, alright, fine. You may take any of the below options as challenges and penalties to give yourself extra Choice Point.

You can get up to 600CP extra from Drawbacks, and can take more for no benefit if you're up for the challenge. Just don't get blinded by easy riches and throw it all away.

-(+100CP) - No Skill Numbskull: "Some vital skill or ability that you usually rely on or need in day to day life just seems to be utterly incomprehensible now. You can probably make do without it, but there's definitely going to be an adjustment period until then."

-(+100CP) - Cup Size Worries: "You've gained some kind of hefty insecurity that's removed a lot of your hutzpah and can-do attitude. This loss of motivation and boldness will last for the duration of your stay and get in the way of acts of heroism or rebellion, usually making you go with the flow unless something is truly threatening your wellbeing."

-(+100CP) - Monochrome Moonshine Blues: "As if absolutely wasted on Monochrome Moonshine, your vision is now permanently all in shades of black and white. Not only that, all your senses have been muted to an equal level, making it harder to see, hear, smell, taste and feel for the next ten years."

-(+200CP) - Shmup Chump: "You're just completely out of your element when it comes to this world. You're clumsy, you have poor pattern recognition and equally poor problem-solving skills.

It's not that you're stupid or lacking in sense exactly, you just have no idea what you're doing. It's like putting a nurse on a battlefield, or having 'journalist' manning carnival 'games'."

-(+200CP) - Blockhead and Mortifiedman: "What the heck are you doing betting your immortal soul on a game of craps? Your impulse control is ruined, and your decision making abilities aren't far behind. I hope you have someone reasonable around to hold you back, but you might just lick an electrical socket to see what happens without them. At least there's bliss in ignorance."

-(+200CP) - Droopy Shooter: "Your magical blasts and other projectiles or ranged powers all just seem to lack that zazz to them in the air, falling flat after just a few feet.

Finger blasts will sometimes just straight up poof, guns will sputter and cough, conjured attacks fly awkwardly only to crash and burn, psychic powers are rather flaccid.

Even minions whipped up on the spot may take a nap. I hope you know how to throw a mean punch since anything with distance on it just fails in spectacular ways."

-(+300CP) - Working Off Debts: "In a deal gone bad before you got here, the Devil has your soul. Not in the Debtor origin way of 'technically has your soul' but full on he has it and now uses it to command you to do as he pleases.

He might not know your true potential, but prepare to be serving the dark lord for the next ten years and keeping him happy. There's no weaseling out of this, and if you don't please your fiendish master he might just send you straight to hell, which means death and a chain end."

-(+300CP) - Forking Critic: “A sterling silver fork has now been charged with judging your every move in day to day life. If you don’t manage to meet his standards of excellence, you’ll have to attempt the same task again, and again, and again until you do it ‘correctly’, restarting progress in a given task repeatedly.

Food preparation, personal hygiene, even combat. You’ll go hungry and forced to fight the same enemies until he gives you top marks. Fortunately, he usually gives you a pass on most normal activities, but combat you must, must, must do perfectly. Prepare for repetition.”

-(+300CP) - Episodic Traumas: “You thought the Devil was hot stuff, hot stuff? Well he ain’t the last or worst enemy you’ll have to deal with. For the next ten years you’re going to be wrangled into many more adventures during your time here, each more dangerous than the last.

Sometimes you’re the protagonist up against a colorful cast of dangerous enemies, sometimes you’re the villain up against a terrifying good guy who seems capable of impossible feats of heroism when it comes to stopping you. Get ready for a long production bucko.”



“Outro”

That’s all folks! Roll the credits! Our hero (or villain) has survived ten years in this wacky, wild, bumping, jumping Jump with all the crazy dangers that could roll along at any given time. Now that the Jump is over, those drawbacks are repealed and it’s time to make a choice.

-Fin: You’re done, whether this was too wild to look forward to anything else or so exhausting that you don’t want to go on anymore. You’ve chosen to end your chain and go back home, and I’d like to thank you for entertaining me for this long.

-Till The Next Episode: Hehe, got real attached to these saps huh? Or maybe you’re a baddie who can’t resist the lure of fighting those cups again and again until you’ve finally won. You’re choosing to stay in this world permanently, ending your chain. For better or worse, this is your new home.

-Exit Stage Left: As if you could stop your run now! It’s time to pick a new Jump, have new adventures and craft new exciting memories! You’ve chosen to continue your chain, not content with ending things just yet. So, any ideas where you wanna go next? I packed your bags already. Send me a post card when you get wherever you’re going!

“Notes”

-1: Special thanks to my beloved girlfriend Valeria, one of the coolest and most beautiful people in the universe. Thanks to my friend Dog too who helped me get this out even faster than I could have hoped when I was stuck.

-2: In case you have any questions, the Jumpmaker is “NuBee.” You can ask around for me and I’ll probably be around or answer eventually.

-3: The perk “Run n’ Gun” doesn’t diminish style perks like “Swingin With Style” as quickly when spreading them out. This allows you to make more things that fit with your them in addition to the area around you before it stops working at top capacity.

-4: In regards to “You Like The New Look?”, your available pool of abilities includes everything you have or can do. This includes skills as basic of being able to draw well, to powers as esoteric as stands.

This can even allow you to divvy up unique artificial enhancements like cybernetics, or organic abilities unique to specific alt-forms like organs or magical biology.

-5: When bargaining for a soul using “Dealin’ With The Devil”, you may barter for someone’s soul through someone else who is directly responsible for them like a parent or guardian.

This allows the classic “sell me the soul of your first-born child” deals, or just convincing a moronic older brother to give away his younger brother’s soul along with his own as a package deal.