Generic CYOA Jump

Version 1.3
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Many moons ago, Jumpchain was born out of the primordial ooze known as the CYOA. In many ways, it was an evolution, an advancement of the artform. But still, with every change and every growth, there is also loss and restriction. Many options possible in CYOAs were not permitted in Jumpchain.

Now, through the tireless work of myself and the Eternal Council Of ROBS, these options have been made compatible with Jumpchain again. In this Jump, you will have opportunity to utilize one, or possibly more, of the many non-Jumpchain CYOAs that exist.

Take these **+1000cp (Choice Points)**, and read on, Jumpers, to discover new worlds of adventure!

Age and Gender

You can choose whatever age and gender you desire, unless the CYOA you choose has restrictions or costs on such. If it does, then assume you are the gender and age that you ended your last jump as, or as you currently are in the case of a first jump.

Setting

The setting of this Jump will be dictated by the CYOAs you choose. If there is no setting implied or explicitly stated in the CYOA document, assume it takes place on an otherwise completely normal modern day Earth.

Origins

There is only one choice this time. Not that it matters, there are no Origin discounts.

Jumper-Anon

You are essentially a Drop In. Your particular life circumstances will be decided by the CYOA you choose to use. If the CYOA/Jump is going to take place in a modern day Earth, you can effectively resume your real life there if you choose to do so.

Perks

Not many options here, but a few. Discounts are 50% off. These perks can be purchased multiple times.

CYOA (1000cp, First Purchase Mandatory, Subsequent Purchases Discounted)

Choose any non-Jumpchain CYOA and fill it out completely. You gain those powers, abilities, items, and Companions, and your next ten years will be spent in that world. Planeswalker Sparks and similar abilities are restricted to the local multiverse until post-chain. If a CYOA has multiple possible modes of difficulty, use whichever one you choose. (Yes, I know everyone will go for the easiest difficulty, you cheeselords.) This can be purchased multiple times, and the setting will be a blend of the CYOAs that are used.

Just For Fun CYOA (100cp)

Choose a CYOA and fill it out just as above, except that you do not get to keep anything gained from this CYOA after the Jump ends. It is just to add something fun or interesting to your time in this Jump. Everything from this CYOA is restored after you receive your chain ends.

Anon (Free)

You are now Anon. If there are multiple Anons, you will know when you are the Anon being addressed. In fact, that bit works even with your real name, or any other alternative or nicknames. If someone is intending to address or refer to you, you realize that, no matter what name they use. As long as you only use the name Anon, no one can figure out or discover your real name. Post-Jump, Anon can be exchanged for any title or nickname you choose.

Double Down (500cp)

Whatever resource is used in the CYOA or CYOAs you are using, be it points or slots or anything else, you now have twice as much. This is additive (x2, x3, x4, etc), not multiplicative.

Items

You can import similar items into any of these at no additional cost. Any item can be taken multiple times. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later.

Anon Cap (Free)

You have an indestructible hat, of a style that exists in the real world and is NOT a form of armor. This hat is always handy when you want it, but never seems in the way or inconvenient. In addition, it is simply the most comfortable hat you have ever worn. Somewhere on this hat is a label reading ANON is clear, bold writing. You can change what type of hat this is at will.

Souvenir Bobbleheads (Free)

In every Jump, you get Souvenir Bobbleheads of all important or iconic characters. These are indestructible.

Souvenir Pez Dispensers (Free)

In every Jump, you get Souvenir Pez Dispensers of all important or iconic characters. These are indestructible, and come with an infinite supply of all flavors of Pez.

Companions

Import (Free)

You can import existing Companions as any Companion you might receive from your CYOA without cost. You can also choose to simply give any Companions a typical existence in the setting.

Recruit (Free)

You can take anyone from the setting as a Companion. All you have to do is convince them to join you. Companions, waifus, friends, or other such people that are provided by the CYOA are guaranteed to join you.

CYOC (100cp)

You can choose to grant one of your companions the chance to benefit from all the CYOAs that you have filled out. They get to make their own build, and this can be chosen multiple time.

Supplement Mode

This Jump can be used as a Supplement to any other Jump you choose. All CP is kept separate, and the setting is that of the base Jump. It can be used as a Supplement multiple times, but with different CYOAs each time.

Drawbacks

There is no limit on the number of Drawbacks that you can take. Have at it.

Extended Stay (+100cp)

Your stay in this jump will be extended by five additional years for each time you select this Drawback. You may select this Drawback as many times as you like.

Consecutive CYOAs (+200cp)

This drawback can only be chosen if you are doing multiple CYOAs. Instead of all your CYOAs happening at the same time, they will happen one after another, in an order of your choosing. Each CYOA will have its own ten year duration, and each one will be separately affected by any other drawbacks taken. None of the abilities from one CYOA will carry over into any others, though you do get all your purchases when the Jump ends.

Thematic Power Loss (+200cp)

When this Jump begins, you lose access to any abilities or items that do not match the general theme of the CYOAs you have chosen.

Total Power Loss (+200cp)

When this Jump begins, you are reduced to just your Body Mod.

Amnesia (+300cp)

You have no memory of being a Jumper or of any of your abilities gained from Jumpchain, and think you are just a random Anon being ROB'd.

Questionable CYOAing (+300cp)

You have to add one more CYOA to your time here. Unfortunately, it has to be one that will put you in situations you will absolutely hate and possibly find traumatic. You also don't get to keep anything from that CYOA. Be honest and don't try to cheat this. You may select this Drawback as many times as you like.

CYOR (+200cp)

You have a rival that will also be going through the CYOAs you are choosing. This rival is not necessarily an enemy, but he is annoying as hell and will cause you at least some difficulties in your time here. You may select this Drawback as many times as you like.

CYOE (+300cp)

You have an enemy that is going through the CYOAs you are choosing. He hates you and will do anything possible to harm or destroy you. If you choose the **Double Down** perk, he gets it as well. You may select this Drawback as many times as you like.

The Final Choice

As you may expect, at the end of ten years here, you may choose to Go Home, Stay Here, or Continue Jumping. No matter what you choose, all your Drawbacks go away.

Notes

Cheese Singularity

Yes, I am well aware of the simply massive potential for OP cheese that this Jump allows. Please Jump responsibly.

Deja Vu, All Over Again

As a special reward for those that actually read the Notes section, this Jump can be used multiple times. You must choose different CYOAs for all options each time.

Change Log

Version 1.0

Created the document.

Version 1.1

Added **CYOC** option to **Companions** section.

Version 1.2

Changed **CYOA** to extend nerf to all powers.

Clarified **Double Down**.

Version 1.3

Changed CYOA to remove nerf.