C e l e s t e

a jumpchain CYOA by MelecieDiancie
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A world very much like your own. You will be dropped in Canada, in the base of Celeste Mountain. This mountain has mysterious powers that manifest the inner demons of someone. Your goal is to scale this mountain. Easy enough?

It is not.

I will disable all your powers and abilities, and you have to do this by yourself. Nothing past your base Bodymod perks. And nothing, including items, that can aid you up. What you have to do is climb this mountain by one month. Good luck.

~ This is a Gauntlet. Take 0 Strawberries. ~

Locations

You will always start in Forsaken City. You cannot change your location, even if you want to pay Strawberries.

Reflections *(0 M)* - A serene forest located in the deepest parts of the mountain. It contains a lot of water, and is a bit more peaceful compared to most of the mountain.

Forsaken City *(500 M)* - A completely abandoned city near the base of the mountain. It features moving traffic lights which move you when you step on it, and is one of the easier parts of the mountain to climb.

Old Site *(1000 M)* - A dark ruin. It contains rocks that mysteriously transform into astral blocks you can swim through while dashing.

Celestial Resort *(1500 M)* - An abandoned resort owned by Mr. Oshiro. He really wants you to stay in, however the resort is very messy and filled with harmful dust bunnies.

Golden Ridge *(2000 M)* - Another peaceful area, this area contains tangible clouds that let you bounce, and is very windy. There is a rusty gondola near the end to take you to the next area.

Mirror Temple *(2500 M)* - A dark temple containing a lot of mirrors. This area is where the Mountain's power is strongest in the base, and it can harm or scar you for life if you are mentally or emotionally weak and enter.

Summit *(3000 M)* - The Mountain's summit. What else do I need to say?

Drawbacks

You can take a maximum of 5 Drawbacks and 50 Strawberries.

Dust Bunnies *(+5 S)* Dust bunnies will surround and pop out of you when you are scared or paranoid. They will surely hinder your climb.

Insanity *(+5 S)* You will grow more insane over time. That's it really.

Core of the Mountain *(+10 S)* After scaling the mountain, you will have to face a new challenge. You will have to face the Core, which is an underground cave where the temperatures can flip from hot to cold. You will also have to find four crystal hearts before you are able to access this place.

Hidden Hearts *(+10 S)* Your stay here will not end until you have collected all the blue Crystal Hearts. These hearts are very cryptic and would require you to find and break them, sometimes including cryptic puzzles, sometimes looking around for hidden areas, and sometimes involving a bit of platforming. If you finish the 1 month without these hearts, you will fail the jump.

Part of Me *(+10 S)* You will encounter another version of yourself either in the Old Site or in the Mirror Temple. They think they know the best for you, and will try to get you down while climbing the mountain. They will be just like your anxiety. Fortunately, you can still reason with them.

Perfectionist *(+10 S)* You will never leave a room without leaving a strawberry uncollected. You will have a strong sixth sense of strawberry detection, and you will go after them whether or not going after them is a waste of time. You will make the best strawberry pie in the world, and you are too determined to your task.

Pain of B Sides *(+20 S)* After you scale the Summit, you will have to seek for cassette tapes to be able to find new areas. These areas are difficult, and you will also have to finish them all to beat this jump. And you have to beat all 7 of them.

Proving Yourself *(+20 S)* You will take the place of Madeline. Take the *Part of Me* drawback for no points. In addition, you will be fated to follow the game's storyline. That means that, by the time you get past the Mirror Temple, you will be pulled down by Badeline through a panic attack and have to "fight" against her, and there you have to climb back up. Mr. Oshiro will also be angered at you eventually instead of letting you passing through his hotel, among other plot events, but choices Madeline does, is in your hands now.

Perks

Dashing Hair *(0 S)* Your hair can change colors to denote how many dashes you have left. By default, it's pink for multiple dashes, red for one, and blue for none, but you can change the colors. Post-Jump, you can activate and deactivate this at will.

Respawn *(0 S)* When you get hurt somewhere during this gauntlet, you will respawn very close by, ready to tackle the obstacle again. This cannot remain post-jump, no matter whatever supplement, meta perks, or cheats you may have.

Dash *(5+ S, first purchase free)* You gain an ability to dash. This dash automatically replenishes while you are in the ground, and can direct you towards any direction you want. Can be bought up to a maximum of five times.

Advanced Techniques *(10 S)* You will know how to use your powers and perks to their fullest potential. You will also know how to combine your abilities to create unique and creative moves.

Breathe In, Breathe Out *(10 S)* When you are calm, you are truly calm. Only a little can frighten you and you will be able to resist simple temptations. And this state can just be achieved by breathing calmly.

Stamina of a Climber *(10 S)* Your stamina is raised higher. You have more stamina now, useful as you're going to be climbing walls for a lot of this climb. Post-Jump, this increases your stamina too, letting not only climbing walls but also other strenuous activities a lot easier and less tiring.

Group of Travelers *(10+ S)* You can import a companion to travel with for 10 Strawberries each, for a maximum of five. They will also lose their perks and abilities, and will have innate abilities that can trivialize the climb (like flight) disabled during this jump.

Items

Celeste Soundtrack *(0 S)* A soundtrack of great music that will play for appropriate moments while climbing, composed by Lena Raine. Can be played on your mind or be added into any MP3/phone you have. Also includes remixes of themes from other artists.

B Sides *(5 S)* You can spontaneously create a remix of any music you know, whether from hearing it or gaining it from a perk. It can also either play in your head or be added into any of your music devices.

Fresh Strawberries *(5 S)* Yep, you can trade in strawberries for strawberries. A small basket will appear in your warehouse, containing a bunch of strawberries. They all taste nice, and work well with pie. It restocks itself after a day.

Pico-8 *(5 S)* You get an application on any computer you have that runs a Pico-8 with Celeste Classic. Fun for passing time, but it is still hard.

Replenishing Crystal *(5 S)* An emerald-colored crystal. Using it makes it break and disappear, and will replenish any one cooldown you have, or replenish your dash, mana, stamina, or any one power-based stat. Comes in a pack of five, with more appearing when you use up the last batch and waiting for a day.

Golden Strawberry *(10 S)* If you want, I can give you a golden strawberry. Every other day if you don't have one, you will get a very tasty golden strawberry in your strawberry basket (if you have one). It is otherwise very rare, and will be worth every last bite.

Floating Feather *(10 S)* A yellow feather. Aside from being useful as a tool to calm yourself, you can hold it tightly and transform into a yellow orb to fly around for a brief time. Comes in a batch of ten, with more appearing after a week after you use them all up.

Pocket Bubble *(10 S)* A pack of soft blue and red bubbles. When you pop them hard, they will put you inside a bubble and transport you to any one direction you want. Blue bubbles take you a short distance, while red ones transport you until you hit a wall or after a long while. Comes five each per week.

Crystal Heart *(15 S)* A mystical crystal heart. It can improve your mind and soul by a little bit by using it. Every week, you get a single crystal heart which you can use on yourself or on someone else. The effect is minor at first, but it will be very noticeable soon. It does have a limit, so you will have to stop relying on it after that.

Pet Seeker *(15 S)* After the jump, you get a little bat-like creature. When you want it to, it can transform itself into a very monstrous but small creature, who will relentlessly home in on your target. They are rather easy to defeat, only requiring a small stomp to the head, but they will just transform into their bat form and respawn after a few seconds. They can also transform into a statue while inactive.

Post-Jump

You have conquered the mountain at last… Now what do you want to do next?

Stay in Celeste Mountain and live there. Your powers go back to you, and you can live here for the rest of your life, and maybe even help future climbers with their journey!

Return to your world, and enjoy your perks as you turn the world into something reminiscent of your oyster.

But of course, you will pick **Jump**, right? Keep jumping on.

Notes

Can a Seeker truly die?
No, they cannot. They can only be put back to rest when you order them to, or after an hour or so of chasing their target.

Can I buy more than I can pay and just pay the remaining strawberries with *Fresh Strawberries*?
No. You can only pay anything with strawberries I give you.

That also counts for any strawberry I may have, right?
Yes. No giving me your entire strawberry farm.

Can I get a walkthrough of where to find all Crystal Hearts or Cassette Tapes?
All knowledge of the Crystal Hearts' and Cassette Tapes' locations and possible puzzle solutions will be removed during the jump.

Can I make remixes of the B Side remixes?
Yes, you can. Just make sure they're fire before you release them to the world.

Can I make the Part of Me a Renegade Jumper?
If you want to, go ahead. That is, if you don't manage to befriend them before the end of the jump.

Can I stockpile strawberries from perks?
Regular strawberries, yes, but until the Golden Strawberry is mostly gone, you cannot get another.

Can I pod Theo or Madeline or Mr. Oshiro or someone else?
Yes, you can, as long as they are present. That means no podding Madeline when the *Proving Yourself* drawback is active.

Can I pod Badeline if she's present?
Yes you can, but you probably won't be able to since she's probably going to stay hostile to you for the majority of Madeline's climb.

Can red hearts (from B Sides) unlock the Core?
Yes, any combination of hearts, whether it be blue, red, or yellow (from C Sides), can unlock the Core.

Can I use a Red Bubble to transport me to the Summit?
Do not try to, or I doubt Jump-Chan will like you for longer. Besides, you cannot move the bubble once you get on it, and you will have to maneuver towards the summit from there.

The feather?

Same thing. Jump-Chan will probably not like you just maneuvering past the obstacles without some sort of challenge.

But I don't care what Jump-Chan thinks!
And that will forcibly end your chain.

How long is the climb?
Madeline took 3 days to climb, but that's a perfect run as all of her deaths never actually took place.

If I am already evil, will *Part of Me* be good?
Yes, they will. You'll always be on opposing sides. This case, the person manifested with this will be your pure conscience.

If I dash on the ground or underwater, will I be able to get my dash back immediately?
Yes, you will. You can use this to travel across land fast!

If I take both *Pain of B Sides* and *Core of the Mountain*, do I also have to do Core B Side?
...uhhh no you don't. Just so that you don't have a lot more to work with. But you can still take it if you want!

I have a lot of perks that make me have peace with myself already. What will happen to *Part of Me?*
Remember that all perks are disabled. The mountain will find some way to manifest your evil self.

What can *Replenishing Crystal* replenish?
It can replenish stuff like Pokémon's PP or your health, but it cannot add on stats like strength or endurance.

Why can't I keep *Respawn*?!
It would be overpowered in other settings that are not like this. Simple reason.

Can I just pay 500 Strawberries to get *Respawn*?
No.

Why can I only import five companions?
Look at the number of Strawberries you may get from Drawbacks. Now look at the cost again. The max is 5 because you can only get enough strawberries for 5 companions.

Why is this gauntlet so easy?
Personal opinion. To me it feels a bit harder than easy because your fears and doubts will be at an all-time high, especially with the power of the mountain, and you cannot use perks to get them away. It hinders you in an emotional and mental, not physical, level.

Will my Warehouse Key still work, even if it's just to unlock doors and gates?

It won’t work as a skeleton key in this Jump. Go get the keys yourself.

Special Ending

If you managed to tame the chaos inside you, you can choose to keep it manifested even outside of the mountain. You also get another dash, which can increase the number of times you can dash up to six, depending on how many times you got *Dash*. The part of you manifested in the mountain will also join as your companion - *for free!* Of course, this requires either Part of Me or Proving Yourself.