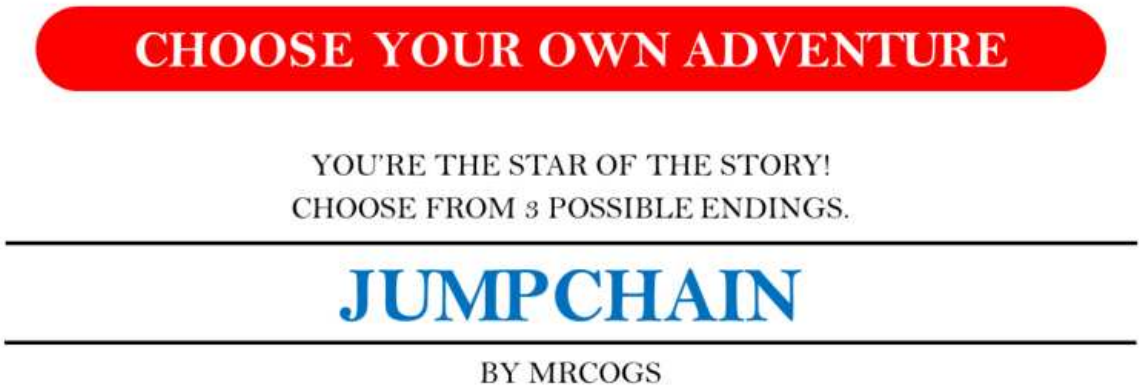


Bantam Choose Your Own Adventure Novels Jumpdoc

In 1975, R.A. Montgomery and Edward Packard published a book called "The Adventures of You on Sugarcane Island." A few years later, the title "Choose Your Own Adventure" was attached to the growing series of books. The series spanned one hundred-eighty five novels in total by multiple authors. Their notable features was their second-person narration and their interactivity, allowing the reader to guide the fate of the nameless protagonist.

For the next ten years, you'll be living in the setting of one (or more) of those Choose Your Own Adventure books. Take 1000 Novel Points (NP), it's a perilous world out there.

Starting Location

You may freely pick any of the published Bantam Choose Your Own Adventures to enter. You will be inserted shortly before the story begins. You can instead choose to replace the protagonist of one of the books, in which case your Jump begins in exactly the coordinates they began in "canon."

For +50 NP, roll a d6 and use the list below to narrow your options to a subset of the CYOA books based on what you rolled.

1. Modern Adventures – These are stories that take place in the modern day (or at least modern at the time of the novel's publishing), and have minimal supernatural elements. This category can cover tales of espionage, survival in the wilderness, or even fame and stardom.
2. Historical Adventure – Stories where a large portion of the action takes place in the past (again relative the original publishing). Cowboys, World Wars, the Titanic, oh my!

3. Mysteries – These stories have a driving goal of collecting clues to uncover the real story or resolve a past injustice. Best to keep your wits about you and bring a notepad.
4. Fantasy – Stories featuring a heavy presence of magic, spirits, mythological creatures, and larger than life heroes. A somewhat less common category amongst the Bantam run, though see the "Elsewhere on the Bookshelf" Drawback if you want more options.
5. Science Fiction – In the far future of ***2015***… people were still making choices. Spaceships and aliens are commonplace here.
6. Free Choice – Hey, starting off on a lucky streak! You get to pick where you're going, and you still get the NP!

Origins

You can choose your age and gender freely.

Either origin may be taken as a Drop-In. In this case you gain no memories beyond knowledge of the most common local language, and minimal connections to the world beyond a single form of ID like a passport or driver's license.

Newbie You might be fresh from the academy, or just on vacation in the wrong place at the wrong time. Whatever the case, you encounter the outrageous situations and tangled intrigues with a sense of optimist and naivete. Yet despite this, you often seem to come out on top. Yeah, you might be a reader's self-insert.

Professional You've been in the business (whatever that business is) for a while. Stoic space patrol members, grim spies, or scientific geniuses all fall in here. You know that the secret to staying alive is to rely on your own skills and your equipment.

Perks

Perks associated with an origin are discounted to 50% of cost for that origin. 100 NP Perks are free when discounted.

General

Basic Skills **(100 NP, first purchase free for all)** It would be a shame to be unable to participate in the daring exploits going on because you managed to injure yourself due to inexperience. Each purchase of Basic Skills gives you a download of knowledge and training in a particular profession, hobby, or sport that is relevant to the story you're about to enter. Your skill is roughly equivalent to a person with a couple of years of experience. You'll need considerably more practice to reach the level of a world-class master, though such a thing is possible. Additional purchases of the perk allow you to receive training in multiple skills. In an adventure focusing on diving for sunken treasure, two purchases of Basic Skills could give you proficiency in diving and in archaeology for instance.

In every future Jump, you receive the same type of skill downloads for things that are relevant to the new Jump.

Twisting Path (**0 NP/200 NP to keep**) Your position as an outsider has given you a degree of sensitivity to which junctures in your life are important. You are aware whenever you are about to make a choice with major significance to your future. By itself, the perk gives no other information about which choice is better, but sometimes being prompted to step back for a moment and think is valuable in and of itself. This space-time awareness also allows you to detect irregularities in your personal timeline. If you were stuck in a time loop, repeating the same events over and over again, you'd soon become aware of it even if your memory should be reset with each loop (though figuring out how to escape would be up to you).

Twisting Path also acts as a capstone booster for two others Perks.

Newbie

Universal Translator **(100 NP)** Communication is our greatest tool for understanding – or for manipulation and deception. You can understand any spoken language you encounter. This isn't an actual download of linguistic skill, and more that the words people say are automatically translated into a tongue you know as you hear them. If you do put in the effort to learn, you pick up new languages both spoken and written twice as fast.

A Friend in Every City **(200 NP)** In a crisis, your best assets are often ties with others. You have a winning personality, and find it easy to maintain friendships with others even across time and distance. With only moderate effort, you could set up a network of contacts across a country or even the globe.

You Are a Monster **(400 NP)** Whether you were kidnapped and experimented on by an amoral scientist, or subjected to a curse, you can assume the form of a an inhuman creature. The exact look of your monster form is up to you to design, but at baseline you are slightly stronger than a grizzly bear or gorilla, but run no faster than a normal human (you can choose to emphasize quickness for a corresponding decrease in strength). With a bit of practice, you can learn to speak human languages even if you have an altered mouth shape.

Finding Ultima **(600 NP)** Fools rush in where angels fear to tread… but perhaps an angel is watching out for you, because you seem to land on your feet even when stumbling about. With remarkable frequency you discover hidden shortcuts and treasures, find captors distracted at a crucial moment where you can escape, and generally become a beneficiary of good luck.

Capstone Boosted: Not bound fully by the rules of the world, your good fortune now also goes beyond those rules. By following your intuition, you can reach destinations that should be inaccessible by any causal path, uncover the most well-hidden weakness of an enemy, or otherwise stray from the plausible into the almost absurd. As always, though, remember that relying on fortune alone will only take you so far.

Professional

Pathfinder **(100 NP)** Getting lost sucks. Getting lost in enemy territory or away from civilization could be fatal. You possessive an intuitive sense of direction, and can even call up a mental "minimap" of your environs. This map updates with more detail as you explore further.

Your Code Name is Jumper **(200 NP)** The life of a secret agent isn't always as romantic as its made out to be. Regardless, in this and all succeeding Jumps, you have membership in an intelligence organization such as the CIA or KGB. You receive a degree of institutional support and resources so long as your actions continue to align with your sponsor.

Possession Implies Mastery **(400 NP)** Your years of experience pay excellent dividends. When you get access to a tool or vehicle, even if you've never seen one before, you find that you can learn to use it rapidly. The more complex the device, the more effort it will take to understand its functions, but with enough time and effort you could master even a mind-bending machine made by higher-dimensional aliens.

Finger in the Pages **(600 NP)** Sometimes, all your planning isn't enough and things go FUBAR. That's where this Perk comes in. Three times per Jump, if you are killed or subjected to permanent and irreversible incapacitation, your consciousness is transported back in time to try again. The Perk's internal algorithm will look for the latest possible major decision that could have averted your fate. (Choosing to fight an approaching ogre or run away is a valid decision point, deciding to swing your sword overhand or underhand is too trivial and Finger in the Pages will send you further back).

Capstone Boosted: With the assistance of your time-space awareness, you can now activate the temporal resets at will, and direct them to any major decision that you can recall. You are still limited to three resets per Jump.

Items

Items associated with an origin are discounted to 50% of cost for that origin. 100 NP items are free when discounted.

Book Set **(0 NP/50 NP)** After your time in this Jump is over, you will receive the complete collection of every Choose Your Own Adventure book from the initial 100+ run. In this collection you will also find a professionally written and illustrated Choose Your Own Adventure book based on your exploits in this world. One path is the "canon" story of what you said and did, but there are of course a variety of branching paths and alternate endings that the reader can choose from. For an additional 50 NP, after each future Jump you complete, you receive a new CYOA book. Doesn't help you out in the moment, but sometimes seeing what might have been can be enlightening.

Wardrobe **(100 NP, discount Newbie)** This walk-in closet can be attached to your Warehouse, or to any property you own. It is filled with a variety of clothing suitable for casual or formal

occasions, and no matter how many outfits you take out, you'll find that the racks restock with new ones in about a week. The styles on offer vary, though you may notice a bias towards polo shirts and high waisted pants, or occasionally baggy T-shirts.

Golden Ticket **(200 NP, discount Newbie)** This embossed ticket acts as a guarantee of entry to one public event every calendar month. You have the equivalent of a VIP ticket – box seating, behind the scenes passes, the best comps, etc. Note that the Golden Ticket does not grant access to events that are deliberately classified or not open to the public in any way.

Daredevil Park **(600 NP, discount Newbie)** The deed to this amusement park shows up as soon as you enter the Jump. Unlike the original one, the rides are in good working order. In fact, if you found some employees to staff it, the park would be able to turn a tidy profit even without your direct involvement. If you do wish to make upgrades and alterations, they will be retained between Jumps. And of course, you can ride and eat all you want for free.

The Racecar Forever **(100 NP, discount Professional)** Whether a race-prepared Lancia Stratos, a race-prepared Land Rover, or an equivalent vehicle, this sleek automobile shows up in your Warehouse. The reserve gas tanks in the back gradually refill when depleted, and the car carries a kit with supplies and tools that allow for basic repairs to the vehicle. If the car is destroyed, you receive a new one in one month.

Raygun Gothic **(200 NP, discount Professional)** This handheld energy weapon is easy to use and aim. It has enough power to kill with one or two quick shots, but it can also be set to fire a continuous beam for impromptu excavation work (though this does drain the power cells quickly). As a bonus, the raygun is keyed to your biometric signature, and those of any other people you add to an approved list. It will not fire for an unauthorized wielder.

Island of Peril **(600 NP, discount Professional)** Some say the universe originated from a Big Bang, others that it was created from the corpse of a primordial monster. A few prophets and madmen claim that the world started here, as nothing more than a bedtime story to entertain children. You now own the legal deed to a replica of Sugarcane Island. At present, there are no sapient inhabitants, but the island has a warm and tropical climate that would be amenable to many different uses (though limited by its size).

Companions

Canon character **(0 NP)** There are a lot of interesting people around here. If you meet someone who you'd like to bring along on your further adventures, you can do so at no charge provided they agree of their own free will.

Import/Create a Companion **(50 NP/200 NP)** Or if you'd rather show up with an existing friend, this is your option. For 50 NP, you can import Companions or create a new OC. They receive 600 CP and their choice of Origin. For 200 NP, you can import up to eight Companions at once.

Dr. Nera Vivaldi **(50 NP)** This scientist (what exactly is her degree in?) seems to pop up in different places and times without explanation. By paying NP, you are guaranteed to run into her

during your Jump, and at least make a good first impression. Dr. Vivaldi has three purchases of Basic Skills and the Twisting Path perk.

Drawbacks

A World of Choices **(+0)** The plotlines of most of the Bantam run of Choose Your Own Adventure books are independent from each other, with a few islands of inter-book continuity (*Prisoner of the Ant People* and *War with the Evil Power Master*, for instance) in a sea of standalones. However, with this toggle you can choose to have some or all of the books share a "cinematic universe" which you can explore. (Though you may need to acquire or bring in capabilities to traverse time and space to do so).

Elsewhere on the Bookshelf **(+0)** You can instead use this doc to access the worlds of any other printed Choose Your Own Adventure-style book series. Space Ace, Fighting Fantasy, even licensed works for Indiana Jones, Star Wars, Mario,or Sonic.

Totally Radical! **(+100 NP)** You're a bit behind the times, Jumper. If you're adventuring in the 1980s, you talk like you're from the 1960s. Or maybe you add the adjective "space" in front of random words, even though you're talking to people who have lived their entire lives in and are familiar with space. Whatever the exact manifestation of this Drawback, expect to be seen as a bit of a square and possibly out of touch by others. Those who actually get to know you can see past your stilted dialogue, though.

ChooseTrek IV: the Voyage to page 86 **(+100 NP)** Its not unlikely that you've seen dozens of other planets before, good and bad. But that has only made you realize the true value of the one you're on currently. You feel compelled not only to protect the environment, but to loudly soapbox to others about the importance of conservation and environmentalism at any opportunity. Or you might simply explain details about ecology or particular plants and animals as if you were reading a Wikipedia page. This goes double if you happen to run across any whales.

Journey Under the Sea (**+200 NP**) Or high in the clouds. Or through a cave network. Or in the midst of a massive, crushing crowd. Whatever environments you would find most unpleasant or disturbing, you're guaranteed to be in them several times during this jump. These situations will have the potential for danger, but never insurmountably lethal.

Pest Control **(+300 NP)** Oh, dear. It seems that your entry created slight destabilizations in reality. Nothing to worry about, the universe will fix itself… except that these short-lived rifts were seized upon by the mutant spider-ants, who promptly dispersed themselves across the world you're entering. No matter where you go, you'll never be too far away from a colony of these ferocious bugs, and their carnivorous and territorial instincts will drive them to attack and eat just about anything they come across. Individual spider-ants are not particularly strong, though they have a nasty venom, but in numbers they display an unusual level of intelligence and ability to problem-solve and strategize. What's worse, no matter how many spider-ants you kill, it seems

more colonies will eventually crawl out of the woodwork sooner or later, though you can buy yourself periods of reprieve.

Golden Route **(+300 NP)** The baseline level of danger in the world is higher than normal – especially for you, personally. "Bad Ends" that could leave you dead (or wishing your were) are seemingly around every corner. Cliffsides collapsing, inexplicable betrayals by allies, or hungry beasts popping up to attack are all possible. Any Perks or abilities you and your Companions have that grant good luck or manipulate fate are disabled for the duration of this Jump, though you retain any other skills, superpowers, and equipment which you might possess. Better sleep with one eye open, Jumper.

The Even Deadlier Shadow **(+500 NP)** You have a particular enemy in this world. Demetrius is a man who was subjected to bizarre experiments by the Soviet Union which gave him a grab bag of powers. With this Drawback, said experiments somehow connected Demetrius to your extrauniversal energies. Wary of being controlled (to the point of paranoia) he sees you as a potential threat to his life and freedom, and will do his best to destroy you.

Demetrius has gained a suite of abilities related but not identical to your own powers and perks. If you are a wizard with a specialty in abjuration, he might gain facility with a different school of magic like necromancy or divination. Even at his baseline, Demetrius can kill people simply by letting his shadow fall on them, turn invisible, and travel back and forth in time. Oh, and did I mention he can will himself to explode with the force of an atom bomb? Though that would kill him just as surely as it would any unfortunate bystanders.

The Last Choice

You've been here for ten years, and I'm betting you've experienced some hijinks along the way. It's been fun, but the time has come for you to make one last decision.

If you return home, turn to page 42. Whatever you were looking for in your travels, you've found it to your satisfaction. It's time for you to go back to your world of origin, along with all the abilities and possessions you've gathered so far. If you died during this Jump without a way of reviving yourself, this path is mandatory.

If you decide that you'll stay, turn to page 15. Maybe you've built a life for yourself here, or have friends you just can't bear to leave. You remain in this world henceforward. If you took any Drawbacks for this Jump, their effects vanish after 10 years are complete.

If you continue onwards, turn to page 100. There are more paths to walk, and you sense that your story is not meant to conclude here. You proceed to the next Jump in your journey (along with any new Companions or other gains you've made here, of course). Come back and visit sometime, alright?

Whatever choice you made, for now you've reached

The End

Notes

- Suggestions or comments are welcome. I'm on the jumpchain reddit or on Spacebattles as Genhack

Changelog

Version 1.0

- Created the doc