Rick And Morty CYOA (SB Ver)

Jumpchain Complaint
Version 1.0
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Welcome to a multiverse that is basically a never-ending fart joke wrapped around a studied look into nihilism. This is an infinite multiverse which means that even though they only exist on a subset of infinite universes, there's an infinite number of iterations of a super genius scientist going on adventures with his grandson,his granddaughter and his son-in-law.

Sometimes they don't all die in sudden, unimaginable pain!

Take **1000cp** with you, you'll need it.

Age & Gender

Look, age is just a number and gender is just a social construct. Be whatever you want and however old you want, the multiverse is a vast place and there's plenty of variants.

Origins

All origins can, should you choose, be drop-in origins with no relation to the main cast or imported memories, and with just enough of a paper trail and history to keep people from getting suspicious.

Jerry Smith
You are Jerry Smith. I'm sorry. Or, you know, you might be just another working class schlub who has a boat full of insecurities and fears about his loved ones (though you don't have to, since the universe is infinite - there must be some Jerrys that are *above* below average).

Morty Smith
You are Morty Smith. Good Luck. High School is pretty awful, but there's every chance that you have a grandfather that wants to reconnect with his estranged daughter through you. And if you aren't a Morty, you might be one of his classmates. You'll need even *more* good luck.

Summer Smith
You are Summer Smith, or perhaps one of the (other) popular girls? Or even a jock? The point is, you're probably popular, or at least, not *unpopular*, at wherever you spend most of your time, be it school or a job, or on adventures with a smelly old man.

Rick Sanchez (300cp)

You are a Rick Sanchez, or perhaps an otherwise nameless prodigy on Earth where there may or may not be an existing Rick Entity in residence. You are very likely confident that you are the smartest person around, and it's possible that you have a host of issues because of it (though it's not a guarantee, there's probably well-adjusted Ricks out there across infinity, some of *them* are even used to make cookies out of their tears on the Citadel of Ricks!).

Perks

All 100cp Perks are free to their Origin, and the others are half-price

General

Nobody Exists On Purpose, Nobody Belongs Anywhere, Everybody's Gonna Die (Free for this Jump, 600cp to keep)
The multiverse is a dangerous place, and it's not only possible but very likely that not only are you gonna die, but the entire world you're in is going to die, maybe the whole universe is going to spontaneously cease. Some asshole is going to get blackout drunk and set off a neutrino bomb in their stupor, maybe some asshole in another dimension decides to fuck with his grandson by having him unknowingly murder alternate copies of himself in a complex plot to make him admit that vats of fake acid are cool. Well now, whenever something happens that would end your chain that you couldn't have foreseen, predicted, avoided, or had any opportunity to stop, you will instantly be transported to an alternate dimension that's exactly the same as the one you were just in except that whatever it was that ended your chain didn't happen.

You won't have to deal with active copies of yourself, though you might have to bury a body. Don't worry, your arrival didn't kill them, they died from something unrelated to you in circumstances that no one noticed. Jump-Fiat just picked out the one universe that was a slightly safer version of the universe you left with a space open for you to slide right into. As a neat side benefit, both the corpse and the circumstances surrounding it have a sort of SEP field, no one will notice you dealing with the corpse, cleaning up any aftermath of what made the corpse, or even notice that you aren't the version of you that you replaced unless you tell them yourself.

Jerry Smith Perks

Life Is Effort (100cp)
And you'll stop when you die. You have the remarkable ability to fully focus on any task or goal, no matter how far beyond your ability to accomplish said task or goal and put forth every ounce of your effort into completing it. And if it proves too insurmountable, or your asshole father in law comes by to snap his fingers and show you up by doing it better than you ever could? You can shrug your shoulders and be content in your mediocrity as you give up and settle for what you can manage to accomplish and what you have, no matter how mediocre that ends up being.

Why Am I So Mediocre? (200cp)
You're too pathetic to kill, even hardened alien bounty hunters don't want to waste a space-bullet on you if they don't have to. No one takes you seriously, much less can conceive of you as a 'threat', even if they've seen you do something crazy like beat a doctor-praying mantis hybrid to death right in front of them with a crowbar. Post-Jump you can toggle this on and off on command.

I'm Mr. Crowbar (400cp)
And this is my friend, who is also a crowbar. While many people might find it hard to believe, you have the remarkable talent of being able to show up in dangerous situations just in the nick of time and rising to the challenge to save the day. You can take in the scene and zero in on the simplest solution available to you, whether that is beating a doctor-praying mantis hybrid to death with a crowbar yourself or defeating a giant alien monster formed of your own seemingly-unflattering subconscious opinion of your wife that has taken your wife hostage and is forcing her to make an army of slug yous formed of her own unflattering subconscious opinion of you by redirecting the device making the slug army into scanning a version of you that sees her as an all-powerful benevolent goddess to fix everything.

I Got My Sixth Promotion This Week (600cp)
Given the slightest positive reinforcement (from you or anyone else), you can develop the oblivious sense of confidence and arrogance of someone who is good at what they do, whatever it is that they do, regardless of how good you are at what you do. So long as you maintain this attitude, people respond to this assumed attitude exactly the way you want them to, overlooking or making excuses for any evidence that would suggest it isn't an entirely deserved attitude. While there is a limit to how much incompetence people will overlook or excuse, in the normal course of things that bar set is pretty high already, with this perk the bar gets raised to ludicrous levels and if you show even the slightest glimmer of occasional competence, there might as well not be a bar at all.

Morty Smith Perks

First Race War, Huh? (100cp)
Honestly, by now you've seen it all, often multiple times and from multiple sides. Nothing surprises or shocks you any more, and should you wish, you can walk through even the most hectic situations with little more emotion other than a dull sense of boredom. Of course, you aren't ready to quit your life just yet, and you can also keep finding enjoyment in the things you enjoy as long as you want to, never losing sight of the sense of wonder you felt on your first adventure (no matter how that turned out for you)

Is This A Saw Thing? (200cp)
You know how to present a question to anyone that you know well enough that will perfectly puncture their ego and snap them out of whatever rant, distraction or obsession that they've

locked themselves into, in a way that won't anger them but will instead direct their thoughts along the lines you want. Repeated use of this skill over an extended period of time can defuse, develop or support a whole host of personality defects and quirks, leading them down the road into being what you consider a better person.

Complementary Brainwaves (400cp)
There's a few things about you that makes you an excellent sidekick. One reason is that your brainwaves are universally complementary, shielding both your presence and the presence of others around you from detection through advanced scientific means. Another reason is that you understand the people you associate with, often on a level that others don't really see. You can see the kind of people they are, the people they would want to be and the people they *can* be with the right push. With a little self-reflection, you can do this for yourself as well.

Now Is The Time For Action (600cp)
You've spent a lot of time around people who think they're better than you because they're smarter, or maybe for some other reason. And, granted, they might be right about that sort of thing. But that's given you a lot of experience in handling people who think that they're better than you. Because now? You can handle someone who thinks that they're better than you without them having the slightest idea that you're handling them. This works for any sort of interaction, and it also counts as a general boost to your ability to handle others as well as how easy it is for others to underestimate you. Given enough time, you could emerge as the Dark Horse Candidate in a race to become the leader of a community of egotistical super-geniuses simply because you seem to be the least threatening to the existing power blocs. What you do then really depends on what kind of person you are.

Summer Smith Perks

Losers Look Stuff Up While The Rest Of Us Are Carp'en All Them 'Diems (100cp)
Look, there's nothing wrong with being smart. It's just that you're too busy living your life to focus on the hows and whys. You're at your best while flying by the seat of your pants, and when shit goes down things seem to just work out to put you in a position where you can get yourself out of danger with minimal fuss.

Sometimes What You Really Need Is For Someone Else To Pay A Horrible Price (200cp)
Things just… seem to work out for you. You have inexplicably good luck, the kind of luck where you might find yourself stranded on a planet where almost everyone was mutated into insane glob monsters and the only people other than you who are safe are your family, who are suddenly badasses ready to defend you. Heck, anywhere you go it's almost like there's always someone who's willing to step in and give you some help or protect you.

My Generation Gets Traumatized For Breakfast (400cp)

All kinds of weird and unexplainable shit is going to happen to you on your adventures, but you are made of pretty stern stuff. You are immune to PTSD, mental trauma, insanity or anything else that would negatively affect your mental balance, anything that might scratch your mind glancing off without scratching the paint, allowing you to face down what you might have said was impossible just a moment ago without flinching.

At Least When I'm Disgusting It's On Purpose (600cp)
You have the enviable ability to rapidly adapt to any social situation and present yourself well enough to make a good, if not great impression. You can then fit in pretty much anywhere you find yourself and rapidly climb to the top of the social order. You could find yourself in a chamber full of eggs that face-hugging parasites launch themselves out of, and be able to talk your way into basically becoming the un-parasited queen of the aliens in an afternoon.

Rick Sanchez Perks

When I Don't Like Something About The World, I Change It (100cp)
You are smarter than most people, because you can see the flaws in things, so long as you aren't blinded by sentimentality and you look for them. They just leap out at you, begging to be pointed out to the sheeple around you so they have the chance to improve themselves. What kind of things? All kinds of things! People, places, psychic illusions caused by space parasites, institutions, inventions, yourself, high-tech simulations your mind is trapped inside, no flaw can hide from you if you take the time to look for it.

The Universe Is Basically An Animal (200cp)
It grazes on the ordinary. It creates infinite idiots just to eat them. You are not an idiot like the rest of the galactic population. If you wish to be, you will never be satisfied with the way things are. You have the potential to see the way things could be, the path that your skills can chart the way to change it, and the drive and willpower to get there, heedless of any barriers between you and your desired goal.

Sometimes Science Is More Art Than Science (400cp)
No one understands technology like you do. You have a limitless and boundless capacity to understand and use technology for your own ends, to a degree that would boggle the mind of anyone who could comprehend what you can do. There’s no alien tech you can’t identify, no computer system you can’t hack, no device you can’t disarm or sabotage or subvert, even while blackout drunk, and you can even do crazy off the wall shit like hijack a machine that has trapped you within a simulation and trick it into downloading your mind into the body of the alien that’s interrogating you without anyone else finding out even if they are actively monitoring you as you do it.

I Wasn't Born Into The God Business, I F*cking Earned It (600cp)

You are the smartest person in the universe. You have an intellect so far beyond comic book super intelligence that you make the likes of Reed Richards and Tony Stark look like toddlers who haven't even figured out how the Legos snap together. In addition to being a scientist and engineer of unmatched skill, you can apply your boundless intellect to any other skills or abilities you possess, boosting them into the stratosphere. You can pull off such things as making working portal guns that take you into alternate universes, or inventing an invisible deterrent that instantly kills anyone who touches you with their bare hands, or inventing a cloning process that can save you from death by downloading your mental state from your dying body into a fresh clone body at intergalactic ranges, and pretty much anything you can dream up. For you, the question of what you can do with science isn't "is this possible" it's "is it worth the effort", because there's nothing you can't do (save for anything that would require you to possess an Oldwalker Spark received from an Endjump Scenario), if you want to do it.

Items

All the 100cp Items are free to their Origin, and the others are half-price.

Jerry Smith Items

A Six-Chewable Figure Income (100cp)
Whatever it is that you do for a living, you do pretty good for yourself. You make a six figure income ($100,000/year) in whatever currency is currently the best currency available to you, from pills to blemflarcks to dollars to souls. This income is available no matter how much you actually work, even if you don't work, and it comes with all taxes paid and no one will find it odd. You can add any other money you get, however you get it, to this account and the total comes with you across universes and between jumps.

Mr. Meeseeks Box (200cp)
You have a box that produces a Mr. Meeseeks on command, who will go out into the world and devote themselves to one task with all of their effort until it is complete. Be careful of what you order them to do, because to a Mr. Meeseeks, existence is pain, and if your order is too complex or too difficult or time consuming to complete, then your summoned Mr. Meeseeks might undergo a psychotic break while trying to accomplish its mission.

Mytholog Machine (400cp)
This facility has a couch that you or someone you designate can sit on, where they put on a helmet and you can scan their subconscious to create their subconscious sense of a person within a secure cell. Get the Mytholog of someone that the scanned person fears or holds in awe, and you will get a powerful being. Scan the thoughts of someone they hold in contempt and you will get a weak worm of a being that is eager to please. All of the Mythologs are hardwired to be unable to harm the Jumper, but otherwise you need to arrange the management of the Mythologs yourself. Post-Jump, the Mytholog Machine becomes a Warehouse Attachment.

Morty Smith Items

Mindblowers (100cp)
This is a helmet that allows you to extract the memories of anyone who wears it into color coded vials, as well as let anyone who wears it review them by inserting them into the helmet's slot. Extracted memories may or may not be still possessed by the original owner, at the operator's choice.

Time Collar (200cp)
A device that protects the one wearing it from any kind of temporal paradox or time based shenanigans that are used against you. Any attempt to fuck with your timeline will simply not work, attempts to cast you outside of time and space will simply shunt you off someplace you consider safe and any kind of unintended consequence of any temporal shenanigans you initiate yourself are fully negated as well.

Detox Chamber (400cp)
The Ultimate in automated therapy, this room sucks out everything that the subjects inside consider negative about their personalities. It then contains these toxic versions of them within a storage tank where the Jumper can choose to purge them, restore them to their original host, or keep them in secure storage that they can't escape without explicit assistance from the Jumper, because of an upgraded security algorithm. Toxic Versions of people know everything they knew before they were extracted, but their personalities have none of the redeeming features of the original. Meanwhile, the original subject feels amazing, and their new personality largely depends on what parts of their original personalities they considered negative. Post-Jump, the Detox Chamber becomes a Warehouse Attachment.

Summer Smith Items

Smartphone (100cp)
A jumper-grade smartphone that never needs recharging, gets good service no matter where you are, has unlimited memory and bandwidth, and is immune to malware and hacking. It also upgrades to the best similar device commonly available in any future jump, and it never degrades past that. If this one gets destroyed, a new one shows up a day later, with all the data that was on the previous phone.

Set of Fantasy Adventure Gear (200cp)
You get a magical set of gear suitable for one fantasy "archetype". Maybe it's armor, a shield and a sword suitable for a fighter, or a set of furs, a bow and a quiver full of arrows that almost never miss, or a book or wand that lets you cast magic spells. Whatever it is, you're set for pretty much any adventure in a universe where technology doesn't work while magic does.

A Pod With A Clone In It (400cp)
Once per Jump (or once every ten years, for jumps lasting more than a decade) a pod will teleport to anyone who is capable of being broken psychologically that you choose. It will flash-create a clone of a departed loved one, who will tell them that they miss them and will then ask them to not harm you before melting into goo in their arms. The Pod informs them that if they do not harm you for the rest of the Jump (or for the next ten years, whichever is less), then their loved one will be brought back just as they remember them. In addition, you can set the pod into "protect" mode, where it will automatically deploy to protect you or anyone you designate from an attacker that would otherwise seriously harm them.

Rick Sanchez Items

McDonald's Mulan Szechuan Teriyaki Dipping Sauce (100cp)
Not only do you have an unlimited supply of McDonald's Mulan Szechuan Teriyaki Dipping Sauce, you have an unlimited supply of McDonald's Chicken Nuggets to dip in it. Inexplicably, this combination of nugget and sauce provides you with all the nutrients necessary for your survival.

Spaceship (200cp)
You've got your own personal space ship that's got enough room for 4 or 5 people. It's powered by Concentrated Dark Matter, a fuel source that makes it fast enough to get pretty much anywhere in the Galaxy and back within a day or so. It doesn't have unlimited fuel, but you can make more with common everyday household chemicals.

Workshop (400cp)
This is a full set of materials and equipment suitable to let you build whatever you can think up. It contains an infinite supply of any exotic material that you have encountered on your adventures but for some reason can not find normally within the current jump. If it exists where you have access to it, you have to go on an adventure to get it. This attaches to any residence you own and post-jump it also acts as a Warehouse Attachment. If you also possess the Spaceship item, you have a smaller collection of similar materials in its trunk, allowing you to do a lot of tinkering while traveling.

Companions

Import (50cp each, 200cp for 8)
You can import an existing Companion, or create a new one, and either choice gains 600cp and half of the value of any Drawbacks you take that affect them. Created companions all take the Drop-In versions of their Origin, though they do get a generic set of memories that match their age. Created Companions are loyal enough to not be upset that you basically created them ex nihilo.

Canon Character (100cp)
You have a chance to meet and convince any canon character from the show to join you on your journey.

Drawbacks

There is no good and no evil, just the endless march of entropy until it finally claims you. Take as many drawbacks as you like, in exchange for their worth in CP.

Outside The Central Finite Curve (+0cp, incompatible with any drawback that explicitly involves a Rick Entity, or any Jumper or Companion taking the non-Drop-In Rick Sanchez Origin)
The CFC is a cross-section of the infinite multiverse defined as “Dimensions with working ecosystems, along with their own functional Rick Entity”. Your starting dimension now lies outside this cross-section, and unless you *specifically attempt* to visit a dimension within the CFC, any adventures you go on will not randomly stray into it. This means that you will not encounter another Rick Entity for the duration of your stay, and nothing any Rick Entity does will involve any dimension you are on.

A Very High IQ (+100cp)
To be fair, you have to have a very high IQ to understand the way the universe really works, and without a solid grasp of theoretical physics, a lot of the inherent nihilistic humor inherent in everything will simply go over the typical person’s head. Good thing you do! You have the intellectual capacity to truly appreciate the depths of humor in the average person trying to make a life in the uncaring universe and you have a deep understanding of both Narodnaya Volya’s work as well as Turgenev’s, truly separating you from the philistines that surround you. It’s hard for you to resist smirking in pity at the idea of one of those addlepated simpletons as they scratch their head in confusion as they try to understand the way things are, and their reactions to any attempt at you educating them on the reality of the universe just show how close minded they really are. What simplistic peons, resorting to trashy insults like “asshole” and “narcissist” and “neckbeard” to drag you down.

Here I Go Killing Again! (+100cp)
Looks like someone hired the Gromflomite assassin Krombopulos Michael to kill you. He’s tenacious and skilled and well equipped and he just loves killing. And he knows where you are. Your only advantage is that he’s got a backlog of targets that he needs to deal with first, but that shouldn’t take more than a year or so before he shows up for you. The only way you’re stopping him is to kill him of course, but if you do that, then whoever hired him is going to just send someone else that’s equally skilled after you about a year later.

Pirate Phobia (+100cp)

You are desperately afraid of pirates, to the point where you will teleport away from them if you are suddenly surrounded by them and you have the capability to do so. There's also a group of people who regularly give you shit about this and claim that it's a plot hole that ruins any enjoyment they can derive from life.

Screaming Sun (+100cp)
Every sun in every universe screams incessantly from the moment it rises at dawn to the moment it sets at dusk. No one but you and your Companions find this annoying or distracting in any way.

I'm A Drunk, Not A Hack (+200cp)
Well you're both. You've got what could certainly be called an alcohol problem, if the one calling it that was prone to understatements. While it won't kill you with alcohol poisoning, expect to get blackout drunk on the regular, in addition to whenever something gets you really upset. Plus, whenever you get blackout drunk you do your absolute best work when it comes to fucking your non-drunk self up.

I'm A Pickle! (+200)
You're a pickle. You get to spend the next decade as a pickle. Not even a pickle with arms and legs, just a face. You need to keep yourself from drying out or being eaten, otherwise it counts as death. No one finds the fact that you are a pickle interesting, in fact they act like this is just something you're doing for attention. If you figure out a way to turn yourself into a human again, within a week you will somehow manage to turn yourself into a pickle again, in such a way that however you managed to escape the previous transformations will no longer suffice to change you.

Dragon Rider Wanted (+200cp)
Somehow you've gotten the reputation as a total deviant with the dragon population of an alternate universe. Maybe in the normal order of things you'd be interested in experimenting, but as is the only ones that make their way into your universe are eleven kinds of skeezy and the only kinds of extreme soul bonding that they want to get into with you are the kinds that you find utterly repugnant. They are going to be pushy, and when you give them the cold shoulder they're going to call you a lot of things with "Soul Tease" being the kindest, but you aren't otherwise in any real danger from them.

Just expect that everyone around you is going to get a warped idea of what kind of person you are because of the parade of filthy slut dragons that want to soul bond with you, preferably in public.

The Office Of The President Can't Coexist With A Living God That Won't Submit To It (+200cp)
And not just the President of the United States! The leadership of any and every polity that you live under, from the local homeowner association to the head of state, will eventually become

aware of your exceptional talents and be driven to make you perform tasks for them in exchange for not coming down on you with every ounce of authority they possess, both legitimate and otherwise. At the absolute worst, the things they demand you do for them will be boring slogs that simply eat up your free time, but the *instant* you show the slightest hint of defiance, they will escalate beyond all reason to make you submit to their authority.

Galactic Federation Watch List (+200cp)
The Galactic Federation knows about you and all your powers as well as your Jumper nature, and is convinced that if they can find you, capture you, and harvest your mind of everything you know before dissecting you, they will be able to reap a bounty of technological advancement. They don't know where you are, but that is cold comfort because they certainly have the means to find you within a year, and that's if you keep your head down.

While the Galactic Federation *currently* lacks any means of chasing you if you jump dimensions, if you decide to do that so you can settle down and evade them a galactic polity of similar power, reach and outlook will catch wind of you within the new dimension within a year. The only way to stop this is to make The Galactic Federation or a similar entity decide that getting you is no longer worth the effort.

Wanted For Questioning By The Citadel of Ricks (+400cp)
Well now, it looks like the Citadel of Ricks noticed your arrival in what they consider "their" multiverse. They are curious and while they aren't *necessarily* hostile, they are arrogant in the extreme as well as shockingly egotistical. They *will* be keeping tabs on you, no matter where you go and if they think you are a threat to them they will not hesitate to send squads of commando Ricks to neutralize you. They have a *very* broad sense of what constitutes a threat that definitely includes "we think you are as smart as a Rick" if you aren't a Rick yourself.

A Cold, Calculated Speech With Sinister Overtones (+600cp)
And it looks like the Citadel of Ricks "elected" the first ever Morty to be their leader. And this Morty not only knows all about you, but he knows *exactly* what you can do. Over the next five years, he will forge the Mortys of the Citadel into an army, convert the legions of Ricks on the Citadel into another army of cyborgs that he controls, as well as form a Cabinet of advisors from all the people you have made enemies of, even using the resources of the Ricks under his command to draw the cream of the crop from previous jumps if he feels that the cost is worth it. And he will use them all to conquer every universe that he can conquer… And it's up to you to stop him.

Because if you can't, your jump will never end.

If taken with **Wanted For Questioning By The Citadel Of Ricks**, that drawback will instead affect all independent Ricks throughout the multiverse.

Stop Trying To Pretend That Magic Requires Skill Or Thought (+600cp)

You are filled with a withering contempt for any and all extraordinary powers from outside this universe, and refuse to make use of anything that isn't a skill or your bodymod for the duration of this jump. This includes your warehouse.

End Choices

Go Home

Stay

Continue

Notes

Blarg it's late

The intent behind the Rick Sanchez line of Perks is that once you have them all, you should be able to do anything the main Rick in the show can do.

I never liked the fact that you had to spend a bunch of points for the portal gun in the OG jump to have it work in other universes. If you have the tech skills of a rick, you should be able to build a functional portal gun in every setting. Of course, portal guns only take you to alternate universes if alternate universes exist in whatever Jump you are in. If you want to fiat-back that kind of thing here, you're going to need to spend the CP on **Nobody Exists On Purpose, Nobody Belongs Anywhere, Everybody's Gonna Die**.

If you're gonna build something like Project Phoenix where, if you die, a backup clone of you gets decanted with a memory download to save you from death, you're going to have to ask your Benefactor if that saves you from chain-fail. I will make no rulings either way on that, or other resurrection technology that Rick can and has developed in the series to date.