Adventure Time Fionna and Cake

V 1.1 By Apocbox



Fionna Campbell is an ordinary working woman living with her pet cat Cake, who is feeling sick recently. Fionna is going to bring her to work, and after a series of events, find herself in an alternate world in the Land of Ooo, where apparently she is a cool adventure-having dude? How cool is that?! But she and her entire home world are in quite a bit more trouble than she currently knows. You arrive just as Fionna leaves for work.
Take this 1000 points to spend here.

ORIGINS

Choose your age and sex for free

Drop In

You appear out of nowhere with no prior history in this world, sitting in a half-full tour bus without anybody noticing you.

Jumper The Human

You're an average Joe trying to live your life but feeling like something is not right in the world. You wake up in your apartment after having a strange dream about some magical lands.

Sufficiently Magical Creature

You're one of the strange magical beings of Ooo. Your appearance is up to you, from differently colored humans to anthropomorphic animals to much stranger things. You aren't that much better or worse than a human. You wake up in a shack in the woods with a couple of magical trinkets lying here and there and nothing much to do.

Ambiguously Scientific Creation

Maybe a robot or a lab-grown monster or an alien from beyond the stars. You are just as weird as those magic guys but without well... magic. You wake in your home in Ooo; it's quite modern with nice tech all around.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off

General

Music King Free

You are a great musical composer and singer. You have a talent for all musical instruments and can already play a couple of them on a professional level.

Croak Dreams 300

A subset of premonition dreams that show the dreamer how they might die in the near future. You're almost guaranteed to have one short time before you die. You always know if you had one, not confusing it with a normal dream.

Splinter Regrowth 600

Once a jump or 10 years, whichever comes sooner, on your death dozens of seeds of yourself will be send across the multiverse with your consciousness gaining general awareness and knowledge of where they have landed. You'll get an hour to choose one of them, after which in a span of a minute your body will grow from the chosen seed. The whole process is undetectable to both mundane and supernatural methods of information gathering.

Drop In

Fading in to the Background 100

You have a talent to blend into the background. The more people around you, the better, but even in a small group, you will still be less noticeable than before.

No Smooching! without me... 200

Finding out that someone you love is already in a relationship is pretty tough. And finding out that you actually like their partner as well might be confusing. But why not just... share? People are more inclined to include you in their relationship as long as all the parties like each other.

Conceptual Marriage 400

Some people specialize in channeling their madness into spells, while others obsess over studying the laws of the universe to better make technological wonders. You decide to do both but without the whole insanity shtick. You're a genius when it comes to combining magic and technology, being able to unite them even if the laws of reality would suggest otherwise, while also being able to effortlessly translate one into the other, like turning a fireball spell into a fire gun or enchanting a pocket mirror with the functions of a smartphone.

There is Only One Jumper 600

Among the countless realities, there are many alternate versions of the same people, but some beings, mostly those of the higher plane of existence, seem more unique. You're now one such being, existing as a universal constant and the only example of yourself. This grants you several benefits, such as being immune to attempts of someone copying your appearance or trying to clone you, immunity to time and space and time-space shenanigans with you keeping your memories if the timeline is rewritten as well as gaining new ones. Fate and destiny also seem to have no effect on you. Finally, you cannot be erased from existence, and if the whole universe is to be erased, you'll just appear in a similar one.

Jumper the Human

Was a Fighter in a Previous Life 100

Something is off. It's like this peaceful life was not meant to be. Not only do you have a strong and agile body more befitting of a seasoned veteran than some blue-collar worker, but you also have great talent for all types of combat.

Kiss Each Other! 200

You're an excellent wingman, being able to spot people who would be great for each other with just a glance as well as knowing just what to say to make them at least try dating each other.

Plucky 400

You have unbreakable willpower and determination. Nothing can break your spirits, not literally or physically, as both your mind and soul are as immutable as your will.

Lucky 600

But sometimes no matter what you do, it's just not enough. Well, not for you! The more dire, serious, and risky the situation gets, the luckier you get. You still need to capitalize on the provided opportunities and can fail; it just becomes more and more unlikely the deeper in shit you are. Your charisma also seems to get a boost, especially when it comes to divine, cosmic and eldritch beings.

Sufficiently Magical Creature

Shadow Wizard Money Gang 100

Most wizards dedicate themselves to a single field of magic, and so did you. You have quite a bit of skill in your preferred field and a couple of spells in your noggin for both combat and daily use.

Let Me Smooch 200

You're good at figuring out how to do this whole romance thing. Apparently just kidnapping princes doesn't automatically make them like you. You're a good partner, having an easier time figuring out what your loved ones like as well as being great at helping them to get through dark moments in their lives.

Self-Sustaining Magical Reaction 400

In one reality in the ancient times of the 21st century, magic was weak. But with the arrival of the green comet, it spiked in power. The other reality was full of magic and wonder until it suddenly became just a mundane world. You wouldn't have to worry about ever losing your powers, as they seem to be intrinsically bound to you; even if the whole universe lost all magic, you'd still be able to cast spells. You also have an interesting capability to store energies within yourself for the use of powers that normally take them from somewhere else as well as generate them and any other energies you can use even if you previously couldn't.

Heart of Magic 600

After becoming sufficiently good at any type of magic, a connection is formed between you and something otherworldly, a metaphysical plane beyond reality like green magic's Dimensional Tree. This is not only a quite confusing yet completely safe method of multiversal travel, with any divine and cosmic entities being unable to enter and interfere with it, but also allows you to siphon energy for its respective type of magic, making it quite a bit stronger. You can have access to as many of these types of planes as types of magics you've mastered.

Ambiguously Scientific Creation

Perfect Translator 100

With so many different worlds out there, isn't it strange that most people seem to understand each other? You can understand, speak, read, and write in any non-supernatural language you encounter.

No Time For Kisses 200

Ugh, the drama. You don't feel loneliness and don't lose any social skills by not interacting with anybody for prolonged periods of time, as well as being able to quiet that pesky empathy thing down if you ever need to perform some of the more unpleasant experiments.

Shapeshifter 400

Were you the child of Warren Ampersand by any chance? Because you seem to have similar shapeshifting abilities to both Jake and Cake. You can stretch yourself and alter your appearance substantially as well as both gain and lose

weight by becoming bigger or smaller. Your strength also increases with size to a point that an average person could easily destroy a townhouse by making their arm as big as it. You have control similar to Jake with the potential to reach Warren in both power and skill.

Super Tech Outa Wazoo 600
Your thinking thing is quite something. Unparalleled genius in all scientific fields; you learn things far faster than normal. Your experiments always show some sort of useful result; even if they fail, you'll still learn something new. Finally, you never stop improving, not in your mental capabilities or your creations, as you can train your mental characteristics without limit and could always find a way to make your inventions a little bit better.

Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported in to a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be brought multiple times, with free items costing 50 after first purchase. You can combine compatible items like Mad Max Armor and So Rugged.

Drop In
Prismo's Homemade Artisanal Pickles 100
You have an infinite supply of the greatest pickles in the Multiverse.

Pruney Back 200
Best jacuzzi in the multiverse. You always feel physically and emotionally refreshed after soaking in it for a bit.

Multidimensional Television 400
Television set that is capable of showing events that are currently happening or have already happened across the multiverse. Functions completely undetectably to any sort of information-gathering abilities. Has an infinite battery and is indestructible.

Prismo's Remote 600

A magical device resembling a TV remote capable of teleporting you and anyone you are holding through the local multiverse, ensuring that one exist even in the jumps that didn't have one before. Functions completely undetectably to any sort of information-gathering abilities. Has an infinite battery and is indestructible.

Jumper The Human

Corner Store 100

A small shop of your choosing providing you with a modest amount of money without you actually needing to work.

Mad Max Armor 200

An assortment of tire rubber pieces, car plates, chains, and leather that makes a set of clothing befitting a true post-apocalypse raider. Surprisingly durable and effective, being as tough as steel yet as bouncy as rubber and protecting even the parts that are uncovered by armor.

Feels Natural 400

A mechanical sleeve that can be put on a limb or used as a prosthetic. Provides a two-times users' original limbs' strength as well as having the ability to transform into a large variety of tools. It cannot be ripped off of you or destroyed while you wear it.

The Throngler 600

Dark King Grôtmore's Edge of Annihilation implies other Dark Kings with other Edges of Annihilation, but there is only one way to get Throngled. This is a unique unbreakable weapon of your choice that has possibly been made from an alternate version of yourself, some sort of demon, or both. It can fold into a compact form about the size of a bracelet as well as being able to fuse and unfuse with your arm at your command to turn into a more monstrous and stronger form and finally scales in strength with you, always being proportionally as good for you as the Grass Sword was for Finn.

Sufficiently Magical Creature

We Even Have Bars Now 100

A phone with infinite battery, perfect reception, and free internet access as well as the ability to make calls to anyone from anywhere, even across dimensions.

So Rugged 200

A suit of armor that fully conceals your body. Despite the impressive looks, it isn't really meant for your defense but instead for those around you. It contains and conceals all your magic and other supernatural abilities to the inside of it, making it so that even someone with the most corruptive and deadly auras can be around others safely. You can drop the protection in an instance, realizing all of your power if need arises.

Personal Fanfiction 400
A dimension the size of the Land of Ooo that is currently empty of any life. You can go in and out at will. It follows the laws of the original Adventure Time reality, but you can reshape the land with just your will. You can enter and leave it at will as well as be able to bring people here and take them back out.

Gem Of Power 600
A cracked ruby gemstone possessing great magical power. It acts as an excellent magical focus for you, increasing the strength of your spells tenfold while it is in your possession. It can be sacrificed to make a wish with the same limitations as the original Ice Crown, in which case you will get it back in 10 years or at the start of a new jump, whichever is sooner. It can also be implanted in your eye socket, giving you biological immortality and minor control over ice.

Ambiguously Scientific Creation
Banana Guards 100
You have a squad of semi-intelligent golems made out of the material of your choice. They are about as strong as a regular human but can take quite a lot more damage. They aren't even that dumb, being as intelligent as an average human adult.

Candy Tank 200
A large mechanized vehicle that looks like it was made out of candy yet is quite a lot more durable than a conventional tank. Possesses a variety of weapons with a focus on anti-vampire ones. Has a restocking supply of ammo and infinite fuel as well as provides a supply of food and water to last a group of eight people an unlimited amount of time.

Hyper Advanced Medical Lab 400
An extremely advanced and complex machine that can keep any person alive indefinitely no matter the condition they're in. It has a perfect array of sensors that can scan pretty much every part of a being placed inside and determine

what exactly is wrong with them. Any surgeries that are performed here have a far greater chance of success, and a patient's recovery always goes smoothly.

Za'baby! 600
A crystal that looks like a carton of eggs that is currently empty but can trap any being, no matter how strong, in an egg-like shell by shooting a laser at them. They are about as fragile as regular chicken eggs from the outside but are indestructible and inescapable from the inside. The crystal only has ten spots and so can only trap ten beings at a time. Any being stored does not age nor require any sustenance, as well as being unable to die or in any other way worsen its condition, but it also cannot heal or otherwise become better. If you or your companions get trapped inside, you could escape with just a thought.

Companions

Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 cp to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Extended Stay +100 per
Stay for 10 more years. Can be taken as many times as you want but you only get cp for the first 4 purchases.

You Never Had Trouble With Skirts In My Stories +100
You're forced to wear an article of clothes you dislike. It's really annoying and embarrassing.

It's Questing Time! +100
You have trouble sitting still and need to almost constantly be going on adventures and doing something. Might be because you're an adrenaline junky.

It's a Princess Invasion! +100
You're quite popular with a group of people that constantly follow you, try to get your attention, and are quite annoying.

Nice speech. Say Good Buy To Your Legs +200
You have lost a limb or maybe an eye or were born mute. Whatever the case, you have a disability. Can be taken multiple times.

I Make Everything Better +200
You have an absurd ego. To a detrimental degree even. Don't expect a lot of people wanting to be around you.

Body Dysmorphia +200
Something has changed, or maybe you just think that it did? It's your body... It feels wrong and unnatural. Might need to go on a long journey of self-discovery to figure out what's up.

Not This Part. This Is An Escalation +200
There's someone out there who is madly obsessed with you, thinking you're their ideal partner. They have a copy of all the perks and items you've purchased here and will do a lot to get with you. They aren't really malevolent or evil, just mentally disturbed.

Poisoned +200/400
You've been poisoned by something really serious, and there isn't anything you have from previous jumps or this one that can immediately heal you, only somewhat stabilize you. It will require you to go on a wild adventure to find a cure. For an additional 200, you're unconscious and will need someone else to do the adventure for you.

Magic Isn't Real +300
You despise magic, and it despises you. Not only will you get more damaged by it, but you will also get sick if you yourself use any of it, be it in the form of casting spells or using magical items.

Iced +300
Maybe you wore the Ice Crown in the past, or you were born like this, but you're now mad. You act like the Ice King at his worst with rare glimpses of reason.

But it Gave Me No Satisfaction +300
You've done all you wanted to do and felt nothing. You're incapable of being satisfied and are now depressed.

House Arrest +300
There are so many interesting places to visit; too bad you're not going to. You're confined to your starting universe and can't leave.

The Final Choice
First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of Fionna and Cake for free.

Now Choose

Stay Here
Want to stay around? Not a bad place to settle down. Here take additional 1000cp to spend here

Go Home
Want to go back home? Good luck back there! Here take 500cp to spend here before you retire.

Next Jump
That's what we're talking about! Here take this entire in universe collection of Fionna and Cake media.

Notes
Changelog
V 1.0 Release
V 1.1 Minor Fixes