Codename: Kids Next Door CYOA (JumpChain complaint) (V-1.5)

- …Loading operation T.R.I.P
- Traveler
- Rudely
- Interrupts
- Plot

Welcome to the world of Cartoon Network's "Codename: Kids Next Door." This is a world that is both similar to earth, and yet radically different at the same time. The driving force in this world is the Kids Next Door, a secret paramilitary organization of kids dedicated to fighting adult tyranny. The agents of this organization are known by their numeric codenames (Ex. 1, 30c, 362, 74.239, etc.) and receive training in combat, machinery, leadership, teamwork, and tactics. However, despite being the good guys the KND are also incredibly strict and decommission every agent on his or her 13th birthday.

Aside from the KND, there a hundreds of different groups, teams, and organizations of every age group involved in a massive secret war. Here, teenagers are ninja saboteurs, ice cream men are stormtroopers, supervillains shop at the local grocery store, and clothes eat their owners.

This is a dangerous and exciting world, and you'll have to survive here for the next 10 years, but don't think that will be easy just because this is a cartoon. If your mind is severely altered in any way (Ex. Delightfulization, decommissioning, zombification, etc.) you'll be counted as dead and returned to earth. Enjoy your new childhood, and take **1000cp** to make things a bit easier on yourself.

Oh I almost forgot to mention two things. First, you arrive a year before the events of the show begin. Second, you have access to all of your powers and abilities, your warehouse, and your companions.

Starting Location: Either roll 1d8 to decide where you start off at or pay 50cp to decide yourself.

1. **Northeastern U.S:** A nice balanced region, the main sector in the northeast is New York. Almost all of the action here is located in the cities, urban combat and espionage are the main sources of conflict, but battles in suburbs are not unheard off.
2. **Southeastern U.S:** Home to Sector V, this is probably the most dangerous region in the entire country. There are hundreds of villains in the southeast but the majority of them are focused in the main sector of Virginia. Conflicts here come in all forms, as well as general weirdness.
3. **Central U.S:** The most sparsely populated region, but also the only one to have an equal KND to villain ratio. Conflicts in this region are rare but the ones that do happen are all on farms. The main sector in this region is Kansas.
4. **Southern U.S:** The wild west (or south) is still very much alive in this universe, and the south's main sector of Texas is the center of all cowboy related weirdness in the KND world. The other states in this region do have to deal with conflicts, but all the major activity is in Texas.
5. **Northwestern U.S:** Another well balanced region, you can expect plenty of different themes and conflicts to pop up here. The main sector in the northwest is Washington.
6. **Southwestern U.S:** One of the weirdest and most diverse region in the country. The main sector here is California, expect plenty of surfer, alien and native America related stereotypes to pop up in this region.

7. **KND Moon Base:** The global headquarters of the Kids Next Door. The moon base is an orbital fortress on the surface of Luna inhabited by some of the highest ranking KND agents. If you're not a member of the organization, you had better beat a hasty retreat once you arrive. However, If you are a member of the KND, Roll 1d6 to decide where your home sector is. You and your team will now have to take on special assignments from central command in addition to your regular responsibilities in your home sector.
8. **Free choice:** Lucky you, you get to choose any of the locations above for free. You may also choose to be dropped off in any KND sector in either Europe, Asia, Hawaii or Alaska. Note; you will only know the language most commonly spoken in your starting country.

Age & Gender: You can either roll 1d6+6 to decide your age and keep your current gender, or you can pay 50cp to decide both of these yourself. Your age must remain within the roll range.

Background: Every background will grant you 4 new friends by default. These friends may become companions at the end of the ten years If you wish. You may also replace these individuals with any companions you already have with you. Imported companions will gain a new body, new memories, and similar perks and items to the ones you purchase.

1. **Drop-in [0cp]:** You appear in the main sector of your starting location at a crossroads with several paths spread out before you. You can see a group of kids fighting some kind of giant robot down one end of the street, and another group of kids torturing a puppy down the other. At you feet is a poster for a new foster home. You have nothing but the clothes on your back, you're an orphan in this world, with no history and no memories of any life here. (If you're starting on the Moon Base, you won't have all of these paths available to you at first, but you will find an orphanage to house you shortly after you arrive.)
2. **KND agent [50cp]:** You always revered the KND so you joined up as soon as you got the chance. The training was tough, but you passed and eventually became the leader of a brand new team. You live in a normal home in the suburbs, and your safehouse is your sector's treehouse. Your parents are loving, supportive, and completely oblivious to anything strange that happens.
3. **Independent [50cp]:** You discovered at a young age that the world is not what everyone thinks it is. You discovered all the secret conflicts going on, but instead of picking a side, you decided to remain neutral. So, armed with knowledge of the secret world, will you just sit by and watch, or will you stand and act? You live in a comfortable apartment in a small town, and your safehouse is your secret workshop. Your parents work most days, but they still try to hang out with you.
4. **Bully [50cp]:** You didn't have the luxury of a nice environment to grow up in so now you're an outcast hanging out with thieves, thugs, and liars. You and your friends have earned the animosity of many, but you've also gained a reputation that's made you all feared and respected. You live in a poor neighborhood in the city, and your safehouse in your gang's hideout. Your parents care about you, but you hardly ever see them because of how often they have to work

Perks

1. **(100cp) Parkour:** You know how to sprint long distances, perform amateur gymnastics, and quickly navigate obstacles. Your skills will improve the more you practice. Free for “KND.”
2. **(100cp) Rich:** Either you or your family have access to large amounts of money. If you have a background other than drop-in, your socioeconomic standing will automatically be changed to upper class. Free for “Independent.”
3. **(100cp) Tough tastebuds:** You gain the ability to eat foods that would make other people sick. Anything from broccoli to living casserole now tastes delicious to you. Free for “Bully.”
4. **(100cp) Mysterious:** Whenever you're around people who don't know you you'll radiate an aura of anonymity and mystique. Strangers will be enamored by you until they've found out who you are. This can also work on people who already know you if you're ever doing something significantly secretive. Discount for “Drop-in.”
5. **(200cp) Karate Kid:** You've been trained in the classic martial art of karate! While you aren't a master, you do know enough to be able to fight. Discount for "KND" & "Bully"
6. **(200cp) Makeover:** You've been taught how to cut and style hair, apply make-up, and create outfits that'll look perfect on whoever is wearing them. Your outfits also seem to have strange psychological effects on the people wearing them. (Ex. Fancy outfits will make people more suave, and combat uniforms will boost morale.) Discount for "Independent" & "Drop-In"
7. **(200cp) Playtime:** You gain 4 additional friends who'll help you during the jump and can become companions at the end of the 10 years. You can also import 4 more companions you already have to fill these slots. Imported companions will gain a new body, new memories, and similar perks and items to the ones you purchase.
8. **(300cp) Commanding voice:** You're especially good at getting people's attention. You can quiet an entire stadium, give perfect moral boosting speeches, and even intimidate weak willed adults into obeying you. Discount for “KND.”
9. **(300cp) Piloting:** You gain knowledge on how to control simple mechs and aircraft. At first you will only be able to pilot 2x4 technology vehicles, but after enough practice you will learn how to control adult vehicles as well. Discount for “Independent.”
10. **(300cp) Dodgeball apprentice:** You've learned the basics of dodgeball combat and magic. You know how to use any ball sized spherical object as a combat projectile, and you can summon a single dodgeball once per day. If you practice enough with these skills you can eventually become a dodgeball wizard, but that would take at least 64 years. Discount for “Bully.”
11. **(300cp) Master of disguise:** You know how to create infallible disguises. You can easily pass as any human or animal, right down to their voice, and mannerisms. You'll need resources to construct you disguises. Aside from disguise creation, you also gain the ability to throw and mask your voice, giving you an edge in non-visual deception. Discount for “Drop-in.”
12. **(600cp) Conversion resistance:** You know exactly who you are and you're not going to let anyone or anything change that. You gain almost complete immunity to forced mental, magical and pseudo-physical alterations. In the KND universe it'll be almost impossible for your enemies to delightfulize, decommission, or zombify you, and in other universes you'll gain the same resistance to similar mind altering procedures. Discount for “KND.”
13. **(600cp) 2x4 tech genius:** You're able to put together incredible creations from simple household objects. A piece of wood, a battery, a glass bottle, and some duct tape, you can turn it into a working laser rifle. Everything that you make will be very fragile, and more complex creations will require more complex components. Discount for “Independent.”
14. **(600cp) Dino-bully:** You can manifest a single dinosaur-like characteristic at will, something such as massive size, increased speed, sharp claws, or enhanced strength. The characteristic you pick must always be the same. You will look like an ugly dinosaur/human hybrid while you're using this ability. Discount for “Bully.”

15. **(600cp) Intuitive aptitude:** You gain instinctive knowledge of all artistic, mechanical, mathematical and combat related skills. Things like drawing, driving, sword fighting, and calculating ballistics will all come naturally to you and be far easier to master. Your instinctive knowledge can only reach intermediate levels, so you'll need to actually study if you want to master any of these skills. Discount for "Drop-in."
16. **(1000cp) Silhouette:** An extremely powerful yet evil ability, you gain an alternate form that is completely black with yellow eyes and a red outline. In your silhouette form you gain enhanced durability, enhanced strength, telekinesis, and pyrokinesis. You can shift between your human form and silhouette form at will.

Store: Discounts = 50% off.

1. **(50cp) Cool Shades:** A pair of black glasses that have 20x magnification, night vision, and thermal vision settings. Free for "KND."
2. **(50cp) Mechanical tools:** A large backpack full of non-powered tools that will allow you to easily build and repair mechanical devices. Free for "Independent."
3. **(50cp) Forgery kit:** A small leather case containing everything you need to create false documents. Hall passes, report cards, security clearances, If you can obtain a copy of the original document you'll be able to produce new edited versions anytime you want. The supplies in the case do not replenish automatically so you'll have to resupply it every so often. Free for "Bully."
4. **(50cp) Rainbow monkeys:** A box filled with a dozen different super rare rainbow monkey dolls. These toys are coveted by young girls in this universe, and can be very valuable in trades.
5. **(50cp) Yipper cards:** A deck of 50 Yipper brand trading cards. These cards are very popular with young boys in this universe, and can be very valuable in trades.
6. **(100cp) M.U.S.K.E.T (Mustard Using Sidearm Kicks Enemy Tail):** A mustard powerful pistol capable of knocking enemies back off their feet. Discount for "Drop-in."
7. **(100cp) S.C.A.M.P.P (Soup Can And Magnified Photon Phlaser):** A 2x4 laser rifle that will instantly flash fry enemies. The laser is non-lethal against living things but can easily destroy robots. Discount for "KND."
8. **(100cp) Hologram drones:** A set of 20 hand sized robots that can project realistic holograms of any human sized image. The drones can be used for communication or distraction via holograms. Used drones will attempt to return to you once their mission has been completed, but you can override this by setting their self destruct feature. Once you run out of drones you will have to make more yourself. Discount for "Independent."
9. **(100cp) Machine key:** A handheld machine that can hack into wireless computer systems, and directly interface with cybernetic devices. At it's basic level it can be used to shut down other machines by automatically messing up their code, but if you have sufficient knowledge of computers you'll be able to use this device to its full potential. Discount for "Bully."
10. **(100cp) L.U.N.C.H.B.O.C.K.S (Largely Undercover Nuclear Computer Handles Balogna Or Complicated Komputer Stuff):** A computer hidden in a lunchbox that can search the entire KND Global mainframe and has the "Supercool Nameinator Program", which generates acronyms on the fly for any given word.
11. **(150cp) M.U.S.K.E.T-2:** A long rifle version of the MUSKET. This weapon fires much more powerful streams of mustard capable of severely injuring enemies.
12. **(150cp) M.A.R.B.L.E (Marble Armament Releases Big Loud Explosion):** 50 Tiny marble-sized grenades that explode in an incredibly destructive blast. Just a handful are capable of destroying a small ship. You also receive instructions for how to make more of these.

13. **(150cp) J.E.T.A.B.O.O.T.S (Jet Engine Thrusted Airlift Boost Operatives Over Tough Stuff):** A pair of rocket shoes that somehow allow you to fly through the air and perform aerodynamic maneuvers without wings. They also never seem to run out of fuel.
14. **(150cp) B.R.A (Battle Ready Armor):** What appears to be a normal bra is actually a suit of advanced power armor. The armor has built in jets and plasma blasters and will only activate when you wear it.
15. **(150cp) B.O.O.S.T (Big Orange One-man Space Transport):** A small personal jet. It it equipped with VTOL engines and capable of operating both in and outside of atmospheres. The jet has no weapons and runs off of jet fuel. (Requires "Piloting")
16. **(200cp) Darwin suit:** A headband-like device that projects a transparent protective suit around the wearer. The suit blocks all unnatural physical transformations, but provides no protection against mental transformations. Discount for "Independent."
17. **(200cp) S.C.A.M.P.E.R (Shabby Camper Actually Makes Perfect Emergency Rescue-mabob):** A fast and powerful aerial transport that can comfortably carry up to five passengers. The vehicle can travel at super sonic speeds and comes equipped with several different types of laser and projectile weapons. Discount for "KND." (Requires "Piloting")
18. **(200cp) P.E.D.A.L (Portable Enemy Destroyer And Locator):** A normal looking bike that doubles as an armored transport. This vehicle is equipped with twin plasma blasters and can switch between flight mode and ground mode instantly. Discount for "Bully."
19. **(500cp) Girlifying Rifle:** A one of a kind gender changing device. This weapon will instantly change anyone and anything hit with it's beam into a feminine version of itself. Living things transformed by the rifle will be affected both mentally and physically, which means that they will lose all memories from before their transformation.
20. **(500cp) Boyifying Rifle:** A one of a kind gender changing device. This weapon will instantly change anyone and anything hit with it's beam into a masculine version of itself. Living things transformed by the rifle will be affected both mentally and physically, which means that they will lose all memories from before their transformation.
21. **(1100cp) Age changing device:** This weapon will instantly change the age of anyone and anything hit with it's beam. The exact age can be adjusted to make the target as old or as young as the user desires. The targets mind is not affected by the device.

Complications: You can select up to +600cp worth of complications. No you cannot take both "Spank happy vampire" and "Weredog" together.

1. **(+100) Annoying:** You know that one kid who always tried to hang out with you but you always dreaded being around them, yeah, that's you now. Every kid you meet will now secretly despise you and want you to go away. They will tolerate your presence whenever you're working together professionally, but when your off the clock you'll find yourself completely alone. Your companions are not affected by this complication,
2. **(+100) Unwanted attention:** You've somehow attracted a yandere stalker who insists that they're your girl/boyfriend. It would probably be wise not to make this person mad unless you're confident you can handle their psychotic behavior and massive rope collection.
3. **(+100) Contagion:** You've been afflicted with opposing gender reversal syndrome C01, also know as cooties! Members of the opposite sex will avoid all physical contact with you, and you'll be forced to wear gloves and long sleeve shirts around all your friends. The only way to cure yourself is by having someone of your opposing gender kiss you.
4. **(+200) Killer clothes:** You want to know why cartoon characters hardly ever change their cloths, it's because they don't want to be murdered by the contents of their closet. With this complication you'll encounter evil living clothing at least once a week. Be careful of what you wear and remember to keep locks on all your dresser doors.

5. **(+200) Villainous relative:** One of your family members, either a sibling or a parent, is on the opposing side and will try to defeat you and undermine your activities on a daily basis. If you have the Drop-in background the relative is replaced with a gender-bent clone of yourself from the "Independent" background. The clone believes that you're a doppelganger sent to replace them, and they'll do everything they can to defeat you.
6. **(+200) No sweets:** You're allergic to sugar. Candy, soda and other junk foods will cause your throat to swell up and your skin to become inflamed. This is especially dangerous considering that a lot of weapons in this universe are food based.
7. **(+300) Weredog:** You've been cursed! Every night you will transform into a monstrous canine, just as strong and fast as a very large dog. You'll be forced to hunt down and consume homework done by your classmates in your weredog form, and you'll become an insufferable jerk in your human form. You can only revert to your human form once you have eaten another kids homework. Bad homework is toxic to you. There is no way to cure your condition, but you can gain control over it if you act like a jerk and accept that you're a homework eating monster.
8. **(+300) Spank Happy Vampire:** You've been infected! After getting spanked by a feral spank happy vampire, you were transformed and given a new mission to fulfill. You will now feel and irresistible urge to punish evil dooers by spanking them, this is now the only way you're willing to fight, and you'll refuse to use any weapons. Vampires in this universe don't have to drink blood, but they are allergic to garlic, weakened by sunlight, and nocturnal. Your physical abilities are not enhanced, instead the only power you get is the ability to fly a few feet above the ground. Also, you can only talk in a dumb Romania accent.
9. **(+300) Growth spurt:** You turn into a hideous hulking beast whenever you become angry or don't get what you want. When you're in this state you'll lash out at everyone and everything around you until either your anger subsides or you get what you were after. Your condition causes many people to avoid you, and you will be tranquilized and locked up if you cause to much damage.

Future

- **Go home:** It's been a fun time, but now you're ready to return to earth. You get to keep anything you've bought, found or stolen during the 10 years you've been here, all your complications are removed, and you can choose to either keep your memories of this place as they are, or have them put aside for easy access and control.
- **Stay:** This place feels like home now, why should you leave it? You continue to exist in this world until you die, after that you become a part of what ever afterlife this universe has. You will also discover how to solve any complications you may have shortly after deciding to stay.
- **Move on:** That was a fun adventure, but now it's time to discover the next one. You leave this universe and arrive at the next jump. You get to keep anything you've bought, found or stolen during the 10 years you've been here, all your complications are removed, and you can choose to either keep your memories of this place as they are, or have them put aside for easy access and control.

Notes: Important, please read!

- For the KND background, you can either go rouge and escape before your 13th birthday, or hope that you've performed well enough to become a teen agent. You will be informed at least a month prior to your 13th birthday as to weather or not you've been chosen to become a teen agent.
- The main characters are all 10 years old in the first episode and around 11 in the finale.
- "Intuitive aptitude" is not a better version of "2x4 tech genius". Information gained from aptitude can be forgotten and you will only gain knowledge that falls within the laws of physics. Knowledge gained from tech genius is permanent and lets you create things that defy the laws of physics.
- Aside from the accent, vampires will gain long pointed ears, sharp fangs and large wings attached to their arms. These features cannot be hidden but they won't cause anyone to freakout over your appearance.
- Your gender-bent clone in "Villainous relative" will only be willing to negotiate peace one year after you arrive, and even if you do manage to successful make peace with them they will never fully trust you.
- Both the origin relative and the gender-bent clone in "Villainous relative" will be intelligent and skilled enough to pose a major threat to you, regardless of your powers and abilities.
- You cannot cure the "Contagion" complication by having one of your companions kiss you.
- You cannot cure "No sweets" allergy with either magic or science. However, remember that it only reacts to candy, soda, and sweet based junk food. Other foods that contain sugar are ok to consume.
- You will always have at least several allergy injections with you if you take the "No sweets" complication.
- If you decide to keep the Weredog or vampire complications, the negative effects from each will be removed, and you will gain full control over your monstrous form.

Starting location map.

