Pikmin CYOA Jumpchain

This Jumpchain contains spoilers for all games and the latest pikmin 3 game.

So if you do not want spoilers, do not do this jumpchain.

Starting off in this universe means you gotta be a tiny person (2 centimeters/a size of a nickel), and being a tiny person means you gotta have tiny gear and tiny vehicles. To buy this tiny gear you will need choose points which i will give you 1000cp. Choose wisely! Also in this universe you must stay alive on PNF-404 for 10 years, afterward you may leave back home, stay forever, or head to the next universe. You start off with your space ship, a space suit, and Vegetable juice to last you a millenium, but sadly you don't have your key drive for your ship so you can only be in PNF-404's orbit, You will never find this key drive during your 10 years. The day to night ratio is 13/13 minutes, but does not mean your ten years will be shorter. Only days will happen more frequently.

Anyways, LETS START THIS THING

Notes on past jumpchains: ALL powers and forms are scaled down, a punch that could topple down buildings can now topple down grass stalks or a flower. If you have different forms (I.E. kaiju would be 1 foot instead of original size). Other spells that have passive regen or other things that don't have size difference issues may stay the same.

Origin

Age 1d8+18 and you keep your gender, unless you pay 100cp which you can choose both age and gender.

Drop in-free

+/- no new memories to clog your mind from the world of pikmin!

Crewman- 50cp

+ You become a crew member of a random ship

+ You can choose to be the engineer, scientist, or first mate

- being any of those jobs require expertise that i don't give for free

- Have to follow orders of the captain

- going rogue means losing a comfy ship to live in

- have to listen to idiots all day

Captain- 100cp

+ You control a rad ship and crew

+ You gain a crew of 3 (a botanist, a engineer, and a first mate)

- have to control 3 idiots

- may have to deal with a lot of weird happenings on the ship or on the planet

Creature- 200cp

+ become any creature in the pikmin universe (cannot be a optional or main boss)

+ you can breathe in this world's atmosphere (that means no space suit).

+ you can even be a pikmin.

+ after the ten years you can shift between your creature and your human self (your creature does not scale to relative sizes, meaning your are tiny as hell)

- being a pikmin means you have to live in an onion with 999 other pikmin and biding by their laws.

- You have to live out in the wild and not in a rockin space ship (because you don't have one)

Note for origin, you become a Hocotatian so you cannot breathe the earth's atmosphere and need a space suit the entire time. Only when in your spaceship or artificial space may you take off your gear. The only origin that can breathe on the surface is the Creature origin.

Location

You have to roll a 1d8 for your location or pay 100cp to choose what you want.

1. The Impact Site- A small and nice shady place to live by and quite filled with red pikmin.

2. The Forest of Hope- a grassy and rocky place, has a lot of bulborbs to feast apon. Has an abundance of yellow pikmin.

3. The Forest Navel- A small damp cave that has tons of nectar and surprisingly blue pikmin!

4. The Distant Spring- a puddle filled green land with tons of foliage. contains a couple loads of pink pikmin.

5. Perplexing Pool- A watery pool of dangerous fish and dangerous amount's of trinkets aswell. Small amounts of rock pikmin and some blue Pikmin.

6. Submerged Castle- if this had another name it would be watery hell hole, filled with purple pikmin and bulbmin. Be on the lookout for the water wraith as it needs the blood of the innocent and is anchored in another realm (a very spooky place).

7. Free Choice- Pick whatever is on the list, or even somewhere not listed (but must be on PNF-404)

8. Dream Den- You've just gotten into the belly of the beast, this may have a nice name, but it is FAR from nice. Be sure to be on the look out for very dangerous creatures and the only pikmin you seem to find are white ones.

Abilities and Skills

Leadership- 100cp (free Captain)

You gain the ability even the most simple minded to do pretty brainy tasks, all it takes is a little effort in your wording. Which you know how to do.

Time Management skills- 100cp (free Crewman)

You have the uncanny ability to do a LOT of tasks in such little time, you will be able to grab three giant apples and a toothpick in under 10 minutes. You are a master strategist as well. but first you need to know how to get the pikmin to think like you do.

Pikmin Friendly- 100cp (discount Drop-in)

Pikmin are your best friends in the world and they wouldn't want to be a minute alone without you. They will follow your simple orders and can sometimes bring you gifts.

Creature Strength- 100cp (free Creature)

You can great strength and can exert enough force to throw 3 pebbles like a shotgun at anything you want.

Nectar Sac- 200cp (discount Creature)

you gain a gullet, this gullet produces nectar that fuels your body on sugar. You can choose to open this gullet or close it for storage. The nectar is a lot like honey and you can't live just on that, but it boosts your energy for a short amount of time and you can even offer it to others (eww). (If you choose this on a human or hocotate or whatever the nectar will produce in pours around the neck area or in your Adam's Apple, your choice)

Expertise!- 200cp (discount Crewman)

you gain a expertise in a science, engineering, or military to ensure your survival

Ancient Relics- 200cp (discount Captain)

you gain the luck to find relics around PNF-404 and can sometimes use these relics for your advantage

Music to my ears- 200cp (discount Drop-in)

you get some great tunes to listen to while on your journey and none other than composed by your favorite pikmin ost guy Hajime Wakai!

Creature Trust- 400cp (discount Creature)

All other bugs and things seem to have a weird trust for you and expect you to help them out sometimes. They also may try to feed you (in weird ways as well) and sometimes give you things to do so you're not bored.

Secrets of nature- 400cp (discount drop-in)

You gain the knowledge of life on this planet and how to replicate some of your own weird kinds of plants, you know the biology and makeup of most weird life on this planet and can make seeds to grow your own tree house or a leaf hammock. (cannot make anything in the animal kingdom only plants)

Leader's word- 600cp (discount Captain)

You have such commanding words that it can speed up and strengthen pikmin to do amazing things. You could make a single red pikmin pick a whole banana and take it across a pond and come back to you. It's words like those that can make 10 white pikmin take down a empress bulblax in under 6 minutes and take it's corpse to your ship in 4. You can force the pikmin to grow their leaves into flowers if you truly beleived they could! You are truly the Captain.

Character D- 600cp (discount Crewman)

You are the 4th wheel now, and your party is bigger than ever before! as Character D you can choose any type of thing you are an expertise in and how you can apply that to the world around you, want to make spaceships with the tools on this world? Go for it! You want to make weapons that can explode concrete? You can do it! Anything is even MORE possible with this and you gain the infinite ambition for it as well. Have fun!

Items and Gear

spacesuit- 100cp (free for all except Creature)

a simple space suit with a whistle, a HUD for telling time, pikmin counter, and oxygen left, and 30 minutes worth of oxygen and can be refueled on your spaceship.

and you can upgrade the suit to have 30 more minutes of oxygen for 100cp (upgrade not free)

spaceship- 1000cp (first one is free unless Creature)

this spaceship can hold all of your things, can go around PNF-404 all day long (infinite fuel), is surprisingly comfy, and has infinite air to breathe!

TechPad- 100cp (free Crewman)

A small tablet that holds a bunch of gizmos and gadgets to help you figure out the wonders of this planet. (I.E. local maps, small range gps, a object detector for figuring out what something is, and some fun games too!)

Pikmin Onion- 100cp for each color or 500 for a master onion (master onion is all colors) (free single color onion if pikmin creature)

These Pikmin Onions can hold 1000 pikmin, and if master onion can hold 2000 of each color.

(reminder that the pikmin onions can also create more pikmin through plant matter and other biological being that are brought under the onion)

Bomb Rocks- 200cp (discount Creature)

These little stones of a core of explosive lava can be thrown at anything and make a big boom. This is also dangerous so don't be in it's blast radius.

Ultra-Spicy Spray- 400cp (discount Captain)

When this bottle of sticky cinnamon goo is sprayed on pikmin it will rile them up to do things slightly faster and hit slightly harder on enemies. But be careful not to use to much as it makes them a little ticked off. Can be refilled by extracting juice from the Burgeoning Spiderwort that is very common across PNF-404. You also gain a recipe for the spray and the bottle is covered in carbon metal that is very tough, so no spilling anything ever again.

Jetpack- 400cp (discount Drop-in)

This jetpack is fueled on natural plants and is compatible with all kinds of biofuel. Can get you other places almost as fast as your spaceship! (recipe for making fuel included)

The Cosmic Drive Key- 1000cp (you find the cosmic drive key if you decide to stay on the planet)

This key can grant your spaceship's power to drive to different types of planets and gives you free gps to only either koppai or hocotate!

Drawbacks

You may choose up to 2 backups and/or have a maximum of 600cp.

Living on the edge! (requires crewman or drop in) - 0cp

You join in Olimar's adventures on PNF-404 beginning with his first journey there! (Louie is there too)

Hungry- 100cp

You gain a horrible gluttony lust for all kinds of food on PNF-404. Anything you find that is living or edible will be eaten or at least tasted by you, prepare your gut for the most exotic bugs on this strange land.

Forgetful- 100cp

You like to forget a lot of things and especially losing your way back to the ship. This is vital information to know when you are alone and can get you killed easily. Hope you like to follow people around!

Lost arm- 200cp

you lose your dominant arm and is fitted with a crummy peg or artificial dummy arm.

pikminphobia- 200cp

You can't get near or look at any pikmin without fainting or running away screaming, you don't like these little buggers and will never be able to get used to them. Only when you are tied down will you be able to be near one.

Uninvited guests- 300cp

A whole family of bug is chosen randomly from the pikmin enemies (no pikmin, bosses or optional bosses) and they will be on your ass throughout the entire journey bugging you and eventually trying to harm you. use a 1d4 to decide (bulborbs, dweevils, breadbugs, blowhogs)

Creatures of the night- 300cp

day/night cycle is normally 13/13 minutes.

but with this it is day/night = 3/23 minute cycle, be sure to grab a flashlight, because it is going to be a long night. (dangerous creatures are 50% more likely to come out at night)

Puffmin Virus- 400cp

The pikmin you love dearly will soon gain the puffmin virus, turning their brains into mindless zombie mush. They will aimlessly and brutishly attack anything in sight like a rock, a blade of grass, other pikmin, and even you! Figure out how to cure this disease or it might spread to all your other pikmin.

Destroyed ship- 600cp (cannot be taken by creature)

You must repair your ship because on your way to the planet you had to initiate a crash landing for some reason. Pick up your ship pieces in 30 days or you will run out of oxygen and die! You have your ship in poor shape and only lost 30 pieces and are very close by your position, and you can fly the ship to other places but does not have enough pieces to have the breathalyzer working (your way to get more air).

Mad Pikmin Disease- 600cp

pikmins slowly start to hate you throughout the ten years and by the 5th year will start attacking you, thinking you are a threat and will gain all types of pikmin to try to get rid of you. Eventually by the 9th year the pikmin will reach in a huge population and waves of pikmin will be swarming you to destroy you (and soon your crew or stuff).

The Legend of the Umibozu (requires captain, and takes up two drawbacks) - 800cp

You have awakened something on this planet, something fierce. At first it seams you have just gotten into a crash landing, and you lose 2 random crew members and the one left has gotten weird after the crash. By the 2nd year you have seen your fate, A giant creature stalks you through the world and has sought out to get you and kill you. Your partner may or not be working against you as well because of manipulation from this monster, this monster has illusion powers and can take many shapes. Every time you fight this monster it comes back as a stronger form, only you and your pikmin are the ones that can save the world from this monster and only by the 9th year can you find a weak spot to stop this monster, but it will be at it's most powerful form and will be able to crush you if you have not trained you and your pikmin well enough. There is no turning back once you choose this.

Final Destination

Go Home- You decide to head back home and live your life at the comfy home you call earth (again). your abilities, gear, skills stick with you, and your drawbacks are revoked. Sadly you cannot take any pikmin with you.

Stay Here- You decide to live on PNF-404 and die happily but on the 12th year you will find your key drive and will be able to get back to Hocotate if you so wish to do so. (not recommended if drop-in as no one will know you.)

Move On- Head to the next Jumpchain, your abilities, gear, skills stick with you, and your drawbacks are revoked. Sadly you cannot take any pikmin with you.

Notes on going somewhere besides staying: All your skills are stuck with your body be it big or tiny, same with your gear. All the gear you have gained are relevant to your size and will grow to fit you perfectly. As for your onions, they are not filled with any pikmin and are relics to remember.