

Chibi-Robo Jumpchain

Hello travellers! Welcome to the world of Chibi-Robo! This world bears many similarities to our own, with the exception of small domestic robots who appear to be sentient, sentient toys, strange mechanical monsters, smog monsters, aliens, and mysterious dimensions of static. Most humans are ignorant of all that except for the domestic robot part. You are going to spend your ten years here the size of a Chibi-Robo with your powers scaled to your new size (unless you choose to be a Giga-Robo). You arrive in the world sometime after the first game with the events of Zip-lash taking place in your 8th year.

So here is +1000 Choice Points, now go and plug into adventure!

Location

Roll 1d8 to determine where you arrive in this world or pay 100cp to choose freely

1-2. Family Home

You arrive in a standard 2-story human home, with a family dwelling within. Two parents, a young daughter and a pet dog reside here with a variety of living toys as well.

3-4. Park

A park under siege by smogglings, defended by a few living toys. It is a large public park with sports fields and a playground for children. The park is located somewhere in the middle of a big city.

5-6. Museum

A dusty old history museum filled with artefacts from around the world. Some

filth ghosts may dwell in it's dark corners and maybe some of the ancient toys within have been brought to life.

7. Space

A space station up above the earth. Who knows what kind of adventures one could get up to here. Some of the astronauts have brought their favourite toys to keep them company and some of those may even be alive. When the aliens come you will be on the front lines of the invasion.

8. Free Choice

Backgrounds

Drop-in

So you enter into this world unchanged, except for the change in size. You will be spending your time here interacting with all kinds of weird things Try to keep an even head. If you really want, you can use any size changing powers you have to turn yourself back to your normal size even if with the scaling you would not be able to.

Chibi-Robo

A small domestic robot made of reinforced aluminium, being a Chibi-Robo is hard work. All Chibi-Robos were made by a company called Citrusoft, and this company ranks the robos by the number of happiness points they earn with rewards for robos who get high enough in the ranks. You have a plug attached to you for recharging, see most Chibi-Robos need to recharge regularly. So as to not limit you too much, your charge is only expanded by using attachments like the chibi-buster and running out of charge won't knock you out. If you run out of charge all that will happen is you will feel quite exhausted.

Living Toy

A toy brought to life after a certain Giga-Robo told some visiting aliens his wish. Humans generally are unaware of your existence and would probably freak out a little if they found out. The accessories you possessed before becoming a toy are fully functional and you may even have some powers based on what kind of toy you are. Your exact appearance is up to you, but you definitely look like a toy.

Giga-Robo

Precursors to the Chibi-Robos, the Giga-Robos were also domestic robots but are much larger (around 3 feet) and as such are much stronger and more durable. Most Giga-Robos have been deactivated and many have been destroyed due to their high energy demands. Much like for Chibi-Robos, energy will only drain when using attachments and running out will cause feelings of exhaustion. Giga-Robos do not have plugs like Chibi-Robos, and instead rely on large battery-like power cells. Though being larger makes it harder to sneak around, the remaining Giga-Robos are highly respected by Chibi-Robos and Living Toys alike.

Perks

100cp perks are free and the rest 50% off for respective backgrounds

Drop-In

Needle and Thread (100cp)

So considering you're the size of a doll, I guess it is not too surprising that you would end up playing dress up. Dressing up in special outfits is an important part of the life of Chibi-Robos and other small beings. You now are an expert at crafting all varieties of clothing. Not armour per se, but anything that could be considered mundane clothing including cosplay outfits. Of note is any outfit you create with this skill can create minor special effects related to the outfit. For example if you create a power rangers style suit, if you pose while wearing it explosions will appear behind you.

Green Technology (200cp)

With advancements in technology, pollution and energy crises became major issues. As such “Blooming” technology rose to the forefront of research. This includes technology to alter landscapes in major ways, protect and grow flowers and trees as well as the insects that pollinate them, and like most important the technology to “recycle” trash into raw energy. You understand the raw science and engineering behind all of this technology, and you can easily adapt it to integrate with any technology you possess.

Chibi-Engineering (400cp)

As for the regular technological developments , both ordinary and micro robotics play major roles. You are capable of creating both chibi and giga robos, the advanced materials they are constructed of, and the variety of attachments they can access. This includes modules for flight, radar, arm cannons, and plenty of attachments for domestic tasks. You are also capable of creating the spyders, small spider-like robots that were programmed to destroy chibi-robos. Of note is that chibi and giga robos you created are not fully sentient, possessing only non-volitional AI, although if you are capable of creating sentient AI you can easily apply that to any you create.

Miasma Master (600cp)

Chibi-Robos have done combat with both creatures made from smog led by the evil Miasmo. You now possess the ability to “grow” minions from smog. While they are no larger than a chibi-robo they can be incredibly dangerous. Smogglings, as they are called, in their base black form cause plant life to wither and die by their presence, but are unable to phyically harm foes due to their gas based nature. This base form is weak to water however and will pop if sprayed with too much. Black smogglings are capable of turning red and entering a rage state where they are no longer weak to water and are capable of dealing physical damage but this requires a

threat to be in extreme proximity. There are also pink Smogglings that cause flowers to bloom and spread with their exposure. Post-Jump you can create smogglings of any size you have enough smog to generate.

Chibi-Robo

Happiness Collector (100cp)

Chib-Robos are ranked, graded, and rewarded by their creator company citrusoft via “Happy Points”. What Happy Points are, whether just a gameplay mechanic, actual tokens, or an online rating system, you are a part of the listings and will receive various boons and rewards depending on how many you have. All Chibi-Robos are a part of this system, but by taking this perk the system is greatly expanded and will follow you to future jumps whether you are a Chibi-Robo or not. This means that you will receive “Happy Points” from any acts you perform that directly result in someone being happy and as you accumulate these points you will receive various presents equal in value to your current Happy Point total and themed to whatever world you are currently in.

Chibi Speciality (200cp)

While not common, sometimes Citrusoft will release specialized models of Chibi-Robo with certain unique capabilities. This perk can be taken multiple times, each time you must select a different speciality.

- *Medical Chibi-Robo*

Medical Chibi-Robos are designed to assist hospital staff. They have standard nurse training and a full medical database pre-programmed into them and have a variety of basic medical tools as built in modules such as syringes, stethoscopes, blood pressure and blood sugar testers, and a few other basic medical tools. Medical Chibi-Robos are also specially treated to be medically sterile.

- *Blooming Chibi-Robo*

Blooming Chibi-Robos are designed for environmental preservation and botanical purposes. They have the skills required to maintain nature preserves and parks as well as a full botanical, aboricultural, and apicaultural database programmed into them as well as basic tools useful for this purpose such as grafters, trowels, insect nets, and a special seed container.

- *Security Chibi-Robo*

An extremely uncommon model, security Chibi-Robos are often rumoured to be built as spies. Their sheen is dulled, meaning they blend in better, and posses full video and audio recording modules built in. While they lack the pre-programmed skills of other models, they have an incredible amount of data memory storage.

- *Entertainment Chibi-Robo*

Entertainment Chibi-Robos are designed to be toys. They are made of a softer material that, while retaining the standard durability, makes the robo much more cuddly. The also have a built in speaker capable of producing any installed music (including soundtrack perks), a helium generator for blowing up balloons, a confetti cannon, and a variety of pre-programmed dance styles as well as the rules and skills for many games including classics like chess and modern video games.

- *Exploration Chibi-Robo*

Designed to assist in scientific discovery, Exploration Chibi-Robos have much improved durability and environmental systems. This includes the ability to survive the depths of the ocean, the centre of a volcanic caldera, the middle of an Antarctic blizzard, or the vacuum of space. Modules included are: sensors for analysing materials, built-in flashlights, a parachute, and climbing gear.

Chibi Warrior (400cp)

Looking at a Chibi-Robo you wouldn't think that they would be capable combatants. Despite their small stature Chibi-Robos can be incredibly effective in battle. This perk includes a boost to your durability, strength, and agility as well as a full understanding of how to use various modules for combat as well as methods for using their own plug for combat. Since the only built in "weapon" most Chibi-Robos have is their plug, this makes their plug a highly effective weapon as an extension of their body as well as making the plugs cord incredibly elastic so that it's range is increased noticeably.

Super Chibi (600cp)

A legendary hero among both robos and toys, the Super Chibi-Robo is clad in gleaming gold, possessed of infinite energy, and capable of performing amazing feats with their various modules. You too are now a Super Chibi-Robo, removing the energy limitation on your modules and making all of them more efficient and powerful at what they do. Your plug, which would otherwise be useless in this form, can be used to transfer energy to any machine you operate granting that machine your infinite energy and an increase to efficiency and power as long as you remain attached. You are also now a glittering gold instead of the standard silver with a big "S" badge on your chest. This applies to any "electrical" parts that are built into your body (like cybernetics) as well as any robotic alt-forms.

Living Toy

Hide and Seek (100cp)

Humans generally remain unaware of living toys, and if you would like to keep it that way this perk is certain to come in handy. You are preternaturally aware of hiding spots in any rooms you enter and know how best to utilize those spaces to remain hidden. This perk also includes the ability to sense when someone is about to enter the room you are in and an incredible level of skill at "playing dead", in other

words you can pull off pretending to be a regular toy with no issue.

Butterfly Spirit (200cp)

Living toys possess souls granted by sufficiently advanced aliens, and for some reason when rendered unconscious living toys are able to separate their souls from their body and float around as a butterfly. You can now enter this butterfly soul form whenever you are unconscious for any reason, and can enter an unconscious state at will in order to enter this form. You remain aware of your body and can return to it instantly.

Toy Power (400cp)

Some Living Toys developed special abilities based on their forms when they came to life, such as Drake Redcrest's (a actions figure of a 70's style Japanese superhero) ice manipulation and forcefields or Francois's (a marionette of a magician) magic. You now also possess a special power based on your toy form, with the examples given above representing the upper limit possible. Just be reasonable.

Collector's Edition (600cp)

You are no ordinary toy, you are a Collector's Edition! This grants a noticeable boost to your appearance and a measure of respect among toy kind. This also increases your durability and agility, and improves your Toy Power (if you have one) allowing you to raise above the limitations stated in that perk and gain another power related in some way to your first. Remember you are still a toy, so no reality warping or city destroying powers although you could be powerful enough to wreck a full sized house. Naturally post-jump when you return to your full size these powers will increase in potency to remain effective.

Giga-Robo

A Loving Metal Heart (100cp)

Citrusoft designed the Giga-Robos primarily as companions, and as such they are incredibly friendly and caring. Your non-verbal communication skills are improved to levels where they are just as effective as your normal social skills. Also you receive a noticeable charisma boost.

Outdated but not Useless (200cp)

Giga-Robos are considered an outdated technology, but that does not mean that they have no use. The same can be said of other technologies and now you are an expert at adapting “outdated” technologies to new uses. Effectively you can find a way to use any technology created before 2005 (the year the first game was released) in ways that make them just as useful/powerful as the contemporary technologies of this world.

Toys Need Souls (400cp)

Once upon a time a very particular Giga-Robo made a wish that granted souls to many of the toys in this world. Whatever technology the aliens used to accomplish this, you can now replicate on a smaller scale. You can bring any toy (and it has to actually be a toy) to life with a soul of its own. It has no loyalty to you, and there is no guarantee of it developing a toy power, however it will start off with a pleasant disposition and some positive feelings towards its owner. Using this ability drains your energy charge quite rapidly.

Alien Blessing (600cp)

When a certain Giga-Robo rescued a group of aliens from crash landing on earth, they granted him several wishes. His second wish was one to make Giga-Robos across the world better to prevent another energy crisis. You are one of the Giga-Robos upgraded with alien technology. Your body is now coloured blue, it's edges are rounded, and your eyes glow red, and much like a Super Chibi-Robo energy woes are a thing of the past as you now possess infinite energy. You also have been taught the secret to building UFOs in Chibi, Giga, and regular sizes capable of interplanetary flight (not interstellar). You also know how to adapt technology to be controlled by chibi-blasters, and have one with improved capabilities permanently installed in your body. Lastly, the alien technology has made your body "soft", improving any shapeshifting powers you possess while in this form and allowing you to use your built-in chibi-blaster and other Giga-Robo capabilities regardless of form.

General Perks

Chibi Storage (200p Free Chibi-Robo and Giga-Robo)

Chibi-Robos and Giga-Robos have a storage compartment built into their bodies. This storage is much larger than their bodies, capable of containing a variety of attachments/modules and costumes. This is effectively a very large inventory you now have access to.

Chibi Doors (200cp)

Peculiar doors found in strange locations, Chibi Doors are metallic doors with blinking eyes reminiscent of those of a Chibi-Robo. They can be opened by being charged via a connected outlet. Within these doors are small rooms made of static containing money or other rewards. You will find them in many hidden locations in this world, but by taking this perk you will continue to find them across all future jumps.

Items

100cp Items are free and the rest 50% off for respective backgrounds

Drop-In

Chibi-Robo Game Collection (100cp)

The full collection of every Chibi-Robo game and the systems required to play them. Included is the special edition Chibi-Robo Amiibo.

Trash Converter (200cp)

A new machine has appeared in your warehouse: a device that takes in all forms of trash and converts it to energy. With a steady supply of garbage you could supply energy to all of your gadgets and tech from across the multiverse.

Don Ghost's Casino Guest Pass (400cp)

With this a new door appears in your warehouse, a portal that leads to a casino run by Don Ghost. Within it's walls seafoam green coloured ghosts work as casino employees, running a variety of games and entertainment shows. While you cannot kill anyone here, nor steal any of the many valuable decorations, you can freely take your winnings with you when you go. Feel free to invite some friends, you may even run into some old ones here playing some games themselves.

Exhaustia Factory (600cp)

You now own a smog factory. Yes, a factory that is designed solely to produce smog. Well, not only smog, it has a machine that can be used to transform a restrained target into a smog infused being under your control much like how Miasmo turned General Greenthumb into Sergeant Smoggler. This grants the subject a lifeforce draining attack and makes the subject loyal to you. This brainwashing can be broken by exposure to a high concentration of lush wildlife such as a field of flowers.

If you possess the Green Technology perk you can convert this factory to absorb smog and convert it into energy, cleaning the air. This altered factory causes the smog infusing machine to instead infuse targets with life-bringing energy, allowing empowered individuals to generate flowers from the earth at will.

The factory can follow you from jump to jump or become a warehouse attachment.

Chibi-Robo

Trusty Toothbrush (100cp)

A Drake Redcrest toothbrush, this is the signature tool of the legendary Super Chibi-Robo. This toothbrush is capable of perfectly cleaning any dirt of stain without damaging whatever it is cleaning.

Chibi-Gear (200cp)

A variety of attachments designed by Cirtusoft for use by Chibi-Robos. This includes the following: The Chibi-Copter which allows you to glide, the Chibi-Blaster which fires sonic energy as an attack, and the Chibi-Radar which can be attuned to various signals and used to track them. Using these drains your energy. If you are not a Robo, these instead draw power straight from your stamina.

Chibi-Ride (400cp)

An environmentally friendly and incredibly quick motorcycle. It can be of any design you wish but will be chrome in colour and have blinking eyes like those of a Chibi-Robo on the front. It runs off of a Chibi-Robos internal energy store via a outlet in the back of it.

Chibi-House (600cp)

A Chibi-House is a chrome garbage can-like object with a pair of blinking eyes similar to those of a Chibi-Robo. A hatch in the front allows access to the interior revealing a large cylindrical room that includes several screens, a control panel, some form of machine, and a charging station. One Screen shows the Happy Point Rankings, and the other is a direct link to the Cirtusoft store where you can purchase a variety of attachments, accessories, and other equipment for Chibi-Robos. The machine is a device that converts junk into utilibots, simple robots designed to support Chibi-Robos in a variety of ways such as becoming bridges, ladders, or even teleporters. The charging pad is a station for a Chibi-Robo to recharge and includes several mechanical arms to provide routine maintenance. Post-jump you can choose to have this follow you or become a warehouse attachment.

Living Toy

Simple Accessories (100cp)

All the best toys come with accessories, everybody knows that! You too, now come with a whole set of accessories. Several different outfits, mundane weapons, hair bows, glasses, and a variety of other odds and ends. All of these are completely mundane toy sized version.

Merchandise (200cp)

Sometimes, if a toy is popular enough, they get their own merchandise. Toothbrushes, t-shirts, lunchboxes, mugs, etc. Now you have a whole collection of merchandise based on you! Nothing like jumper branded ak-47s, just ordinary mundane everyday objects.

Special Accessory (400p)

It seems when you were brought to life one of your accessories was effected strangely. You have a single accessory with an extraordinary property, such as a functioning jetpack or hightech/magic weapon. It is limited in power to the same

scale as a toy power.

Play House (600cp)

Here we have a whole playset themed around you. If you were a pirate toy it would be your ship, a knight toy a castle, etc. Regardless it is a fully furnished "home" for your toy self with all the pieces functioning as intended (for example a doll house bathroom would have running water). Post jump this can follow you or become a warehouse attachment.

Giga-Robo

Giga-Charger and Spare Battery (100cp)

Important to the survival of a Giga-Robo, here we have a spare Giga-Battery Cell with a charger, allowing you to charge up one battery and then swap them out with you are low on energy.

Alien Ear Chip (200cp)

The friendly aliens encountered by a Giga-Robo in the past spoke and transmitted signals so low they could not be heard without a special chip. This alien ear chip allows you to speak with alien life and receive messages from them. This applies to both the friendly and hostile aliens of this world. With some tweaking it can be used to intercept messages from aliens or be used to translate other alien languages.

Giga-Gear (400cp)

Giga-Robos were not originally developed with the variety of attachments possessed by Chibi-Robos. Here are a set of speciality attachments designed specifically for Giga-Robos. Included are leg thrusters for enhanced jumps and hovering, a green laser arm attachment designed to cut through materials, a giga-radar much like the chibi-radar but with a greater range, and finally a set of arm-servos that grant enhanced strength allowing you to lift around a ton. Using these drains your energy. If you are not a Robo, these instead draw power straight from your stamina.

Crashed UFO (600cp)

You have access to a crashed UFO belonging to the friendly type of aliens from this setting. It is a quite larger than usual, the right size to be accessible to a Giga-Robo. This is a fully loaded UFO with sonic weaponry, anti-grav capabilities, and an interstellar drive although all three of those are busted at the moment. With a little bit of ingenuity it could be repaired back to full functionality.

Companions

Legion of Chibis (400cp)

You wouldn't want to come here alone now would you? This allows you to create or import up to 8 companions with their choice of background and 600cp to be spent on perks. You can purchase single companions for 50cp each.

Telly Vision (200cp Discount Chibi-Robo)

Ah, good ol' Telly Vision a flying tv-like robot designed to assist Chibi-Robos in their duties. They serve as guides and cheer squad. They can be pretty smart when it comes to cirtusoft technology as well. They are rather small and useless in combat however although you could modify it.

Drawbacks

+600cp cap, unless ZIP-LASH! EXTREME! is taken then it is +1000cp

Spydorz Swarm +100cp

Annoyingly you will be attacked by swarms of Spydorz wherever you go for the next ten years. They are not the most dangerous of foes but they will be a bother. You can do nothing to abate the waves of spydorz coming your way, not even if you wipe out all of the spyrdor queens.

Filth Phantoms +100cp

Now no matter where you go, energy draining filth ghosts will be nipping at your heels. They can be destroyed but more will always appear later. If you are not a robo they will drain your stamina.

Miasma Misery +100cp

Smogglings, the little buggers they are, decay plant life around them. Now they will be following you around. While they will not be as numerous as the Spydorz or Filth Ghosts they are harder to put down and will continue to appear even after the defeat of their leader Miasmo.

Energy Drain +200cp

Remember how I said running out of energy would merely exhaust you if you were a robo? This is no longer true, if you were to run out of energy you would black out were you stand. More than that your energy passively drains at a constant rate. If you are not a robo this drains your stamina at a heightened rate. Taking this drawback overrides the infinite energy functions of Super Chibi and Alien Blessing perks for the length of this jump.

Animated Animosity +200cp

Some sin you have committed has turned all of toy kind against you. Wherever you go you will be targeted and attacked by living toys with a variety of toy powers and special accessories. On a singular basis you may be able to convince a few that

you are not their enemy but the majority will attack on sight and remain your enemy for the length of this jump.

Environmental Issues +300cp

It looks like you landed in a different timeline where green technology was never developed. The world is a disgusting polluted mess in the midst of a severe energy crisis. Smogglings are everywhere and humankind appear to be heading towards a world war over the earth's remaining resources. This will get worse with the coming alien invasion. Best of luck to you surviving your ten years here.

Power Drain +300cp (Chibi-Robo or Giga-Robo only, or Energy Drain Drawback)

Boy do I have some bad news for you, remember that energy you have that runs all your gadgets? Well now, for the length of this jump, this energy replaces all of your other energy pools. This means your mana, stamina, ki, etc. are now all tied to your electrical energy. Taking this drawback overrides the infinite energy functions of Super Chibi and Alien Blessing perks for the length of this jump.

ZIP-LASH! +300cp

By taking this drawback you are taking the role of the protagonist Chibi-Robo during the events of Zip-Lash. But the events will be even larger and more dangerous than before, you will be facing a full size alien invasion not just the one shown in the game. It will be up to you to stave off this invasion. If you are a drop-in you will be unable to grow to your normal size until the threat has been eradicated.

-ZIP-LASH! EXTREME! +300cp (Requires ZIP-LASH!)

Now you are going to have to defeat the coming invasion the same way as the protagonist Chibi-Robo: without your out of jump powers. You will have no warehouse access and be limited to what you bought in this jump until the threat has been dealt with. Best of luck.

Notes

Post-Jump items purchased can switch between their size from this jump and a size usable by regular humans.

Post-Jump your form from this jump becomes an alt-form
Chibi-Robos, Living Toys, and Giga-Robos receive alt-forms that are both their size from this jump and regular human size.

The infinite energy outputted when plugged into something from Super Chibi is limited to the energy that can be transferred through your plug. This limits the speed and raw output possible with the standard plug. This can be changed by physically upgrading your plug.

If you receive a wish from the friendly aliens, Jump-Chan will hold onto it until you gain you spark.