Winnie the Pooh CYOA (Jumpchain-Compliant!)

By WakfuAnon (with special thanks and accolades to Disney, the anons and namefriends of /jc/, and of course, A.A. Milne)

The Hundred Acre Wood is a marvelous place – the land is peaceful, its inhabitants kind, and there's sustenance aplenty to keep you feeling up to snuff. Of course, now that you're here, you're probably wondering – what exactly are you doing here? Simple! You're here for yet another adventure! There's always plenty to do, and to that end, you'll want this:

+1000 CP

With that in mind, have fun! Try not to eat *too* much hunny – leave some for Pooh! Oh, and PLEASE don't destroy the Hundred Acre Wood. Please? Just do us this one favor, please don't ruin it for everyone.

Section 1: Background

Roll 1d8+6 for your age and keep your current gender, or pay 50 CP to choose both for yourself.

Visitor (Drop-In) [Free] – You're still just you, a human like Christopher Robin. You're not native to the Hundred Acre Wood, though – you usually access it through a storybook about it.

Denizen [100 CP] – A native of the Hundred Acre Wood, you're an overall cheerful member of the community! You appear as a stuffed-animal version of a mundane mammal or bird of your choice. For just 50 extra CP, you can be a genuine Tigger, but that would ruin the song by invalidating some of the lyrics!

Scary Sort [100 CP] – There's spooky things out there beyond the Hundred Acre Wood – things like Heffalumps and Woozles! And apparently you're one of them!

Narrator [400 CP] – Everyone has a job to do, but you do have one of the oddest ones – it's your job to tell the story around here! Also, roll 1d8+20 for your age if you pick this.

Section 2: Skills and Abilities

Discounted perks are 50% off for the specified Background.

Just Imagine [100 CP, free Visitor] – You're quite imaginative – why, someone could hand you a few stuffed toys and you'd craft a whole village for them in your head, with stories and personalities and names for each!

Let It Grow [100 CP, free Denizen] – You seem to be rather skilled at gardening, as much so as to be able to grow carrots or melons the size of a human child! That's handy, isn't it?

Very Sly, Sly, Sly, Sly [100 CP, free Scary Sort] – You have a strange affinity for devious plots – mostly to steal honey, but the important part is that it's harder to outwit you.

It Was A Bright And Sunny Day [200 CP, free Narrator] – Not only can you perfectly mimic any vocal accent you've heard before (even "robotic"), you can "speak" to anyone you can see – this communication bypasses audio obstructions such as background noise or soundproof glass, but it is only one-way. Should a conversation be in your view, you may hear it clearly, despite audio obstructions or accents involved.

Always A Path [300 CP, discount Visitor] - Sometimes people are silly, and get lost in these woods! Not you though-you're levelheaded and an instinctive navigator, and as long as you can see a path, trees and sky you always no where you are, and how to get to wherever you're going on foot.

Great with Kids [300 CP, discount Denizen] – You are excellent with the rearing and care of children, and have an easier time imparting the lessons of the lives you've lived on them. This works all the way

until they hit 18, and they'll take after you, too. You can't teach them anything they can't actually *do* in their bodies, but a neat trick or two is something they'll remember you fondly for.

They Tie Themselves In Horrible Knots [300 CP, discount Scary Sort] – No matter what form you take, you can perform your actions with the grace of an acrobat. Are you a Heffalump? You can still dance like a ballerina, even while dwarfing most of the Hundred Acre Wood's locals.

A Funny Thing Happened Then [400 CP, discount Narrator] – You have a slight (and mostly harmless) effect on causality. Let's say there's someone standing under a bucket of paint or water. With just a thought, you can ensure that said bucket will fall on said person. It'll take more focus to set up, say, a hilarious chain reaction of events, but any wounds caused won't be more serious than a papercut or light bruise, and will heal quickly. In addition, any property damage caused must be easily repaired by an average human being. It's still going to be hilarious, though.

A Stitch In Time Saves Nine [600 CP, discount Visitor] - Have your friends been feeling a bit torn? Maybe they were trying to get ripped and it went a bit too literally? Or maybe they got the stuffing knocked out of them! Well, with this little trick, it's not a problem! Not only are you phenomenal at sewing, but as long as you stitch a lost part back onto someone, it's as good as new, so long as the rest of the body's intact. Give sight to the blind, and let the amputated walk again!

Everything Will Be Alright [600 CP, discount Denizen] – Because after all, why shouldn't it? Events and circumstances conspire to carry you safely and soundly from misfortune. This is an exceptional boost to good fortune in the face of natural disasters and to a lesser events on a large scale; you tend to land on your feet and even come across opportunities to improve your fortunes and those of your friends. Be warned-while powerful and pervasive in protecting you from conflict, this perk won't do

well against personal malice from another.

It Really Was A Woozle, Yes It Was! [600 CP, discount Scary Sort] – Your reputation precedes you – you can introduce a fear of and paranoia concerning you into the hearts and minds of those who have not met you, making any thought of you appear as their worst nightmare. In addition, the mere mention of your name will drive them into a panic, barring any form of rational thought from them.

Reading Ahead [800 CP, discount Narrator] – You're the Narrator of this story, so it's only right that you get to see what the next few pages of the book entail. You gain insight into the future, up to about ten minutes worth, by "reading ahead" as if what is yet to come were written down within the pages of a storybook. All you get is text on a mental, imaginary page and a single illustrated image. However, seeing as this is indeed a book, the text of said page only really focuses on the main characters of the story. Reading ahead takes concentration and time, however, leaving you mentally tired afterward and requiring some rest before you can attempt to read ahead again. Though you can use the knowledge gleaned to intervene and "rewrite" the pages of the book, it cannot be used to overcome any kind of destiny or fate if such a thing were to exist within the current story. If prophecy demands that an event happens, then one way or another what is written in those pages WILL come to pass exactly as described. If you're in a world where there are no main characters however, it logically follows that YOU are the main character. In that case, you can read ahead to see what YOUR story would be for the next ten minutes. I advise against attempting to use it in the middle of a fight, as the mental strain and focus will leave you inattentive to the outside world. As an added bonus, at the end of each adventure you receive an ornate, leather bound, amazingly well written and illustrated storybook of your exploits.

Section 3: Items and Gear

Discounted items are 50% off for the specified background.

Bottomless Hunny Pot [Absolutely Free, incompatible with Home Run Derby] – This pot of hunny will never empty and never stick to anything you don't want it to. Furthermore, you'll never grow bored of the taste, because the taste is more than just hunny. It's every fond memory you have in this world of the Hundred Acre Wood, and any childhoods you've lived before it.

Kite [50 CP] – A nice toy kite, bright and shiny and red. It doesn't do much, really, but it's always nice to have on hand.

Marbles [50 CP] – A curious toy, these little glass globes are always fun to have around!

Sewing Kit [50 CP] – This small box contains all the stuffing you'd need to fill up a teddy bear or such the size of your head, and everything else you'd need to sew it. These supplies replenish once a week.

Timeless Storybook [100 CP, free Visitor] – This book contains little snippets of all your fondest childhood memories, from any life you've ever lived. Leather-bound and indestructible, it will always hold a place close to your heart.

Bag of Seeds [100 CP, free Denizen] – This bag is full of seeds of your favorite vegetable, and while they're hardy enough to grow in even arid ground, plant them in the right fertile spot and you'll see carrots the length of longswords, or cabbages the size of beach balls, or maybe asparagus shoots a meter high!

Innocuous Lockpicks [100 CP, free Scary Sort] – While these lockpicks are great for opening up hunny pot chests and closet doors, their real advantage is that they don't really look like lockpicks – or anything dangerous, for that matter! Maybe they just look like apples or something?

Dreamleather Glove [300 CP, discount Visitor] – This is the perfect catcher's glove, always soft and smooth and wonderful on your hand – never unfitting, and never too wide or too narrow. It does not tear or tatter or rend, and woven just right to cradle the ball that comes with it. Said ball is the pinnacle that all other baseballs aspire to.

Ironwood Slugger [300 CP, discount Denizen] – This is the perfect baseball bat. Carved smooth and rich, perfectly balanced, immune to any unwanted wear or tear, and utterly unbreakable, even if the one behind it isn't. It is your favorite color, bears a symbol on the side that is undeniably “you,” and merely wielding it reminds you of sweet spring days long ago, when you frolicked without a care in the world.

Ill-Gotten Gains [300 CP, discount Scary Sort] – This set of ten hunny pots never runs out of stolen hunny, as the moment one pot empties, another instantly refills. Its sweetness and nutritional value is directly proportional to your smug sense of satisfaction at having stolen it – you could quite possibly subsist on nothing but your ill-gotten gains for perpetuity.

Sludge Sweeper [400 CP, discount Denizen] – This seemingly ordinary vacuum cleaner is a particularly powerful defense against entities of filth, muck, and dirt. Directed against such foes, it always seems to have enough room in the bag to guzzle them up and presumably clean them. Of course, they have to fit IN the vacuum, but you can probably figure something out, right? It doesn't even need to be plugged in – it just runs.

My Dear Old Friends [400 CP, discount Visitor] - These plush replicas of the Hundred Acre Wood's inhabitants, every last one, shall never tear or wear or falter. To even look upon them is to gaze into the Hundred Acre Wood again, and when you bring them all out to the shade of a tree, you may speak with them again – every single one. Even if you should find your compatriots scattered, you cannot lose these plushes, and so you shall never be alone again.

Jar of Bees [400 CP, discount Scary Sort] – We all know the bane of any honey-lover – bees! And what better to secure your stolen fortunes with than with a whole hive's worth of loyal bees who never run out of stings, not one of which will be directed at you?

Section 4: Drawbacks and Future

You can gain up to +600 CP from Drawbacks – any further complications are merely for flavor.

Not So Cheery [+100 CP] – You're kind of a downer – much like a certain stuffed donkey, but even more so. You'll still make fond memories here, but you won't enjoy much of your time while it's happening.

Not So Entertaining [+100 CP] – You're just not very good at keeping folks' attention. Perhaps you're taken somewhat for granted? Or maybe you're just... kind of boring to be around.

Not So Brave [+100 CP] – Much like a certain piglet, you're not exactly an intrepid sort. You might catch yourself running from your own shadow, and your fear certainly overrides your reason.

Particularly Particular [+200 CP] – You have a certain way you like things to be done, you see, almost like a compulsion, or perhaps an obsession. There is a place for everything and everything in its place, and you do not take the slightest of disturbances to this order well at all.

Capriciously Chaotic [+200 CP] – You have a habit of acting on impulse – you'll often do what comes to mind without a second thought. This can lead to... strange things happening, to be sure.

Vexing Vespa [+200 CP] – You have a bad history with apiformes, and boy are they everywhere! Whenever roused to anger or attack, any bees, wasps, or hornets within 4 kilometers will attack you before seeking out anything else. They do seem to get angry a lot, too...

Think, Think, Think [+300 CP] – You can't shake the feeling that you're forgetting something. Turns

out you are forgetting something – all but ten years of your life. Not clear which ten years, that seems to change every month or so, but you seem to remember nothing save for those ten years and any formative moments that came with them.

Sticky Fingers [+300 CP] – While you do find yourself possessed of a slight kleptomania, this isn't the main problem. The main problem is your propensity to get stuck in things. Burrows, doorways, fridges, your Warehouse door, portals, or just about anything your head can go through. Also, there's always a pothole or two waiting for you to step in it. This could be trouble...

Nightmare [+300 CP] – A shadow looms over the Hundred Acre Wood – yours. The embodiment of your darkest desires is closing in on a populace that cannot even truly comprehend it. Before long, it will capture them, and hunt the "master" of this realm – young Christopher Robin, the boy whose imagination brings it to life. Should it claim him and escape to his world, the Hundred Acre Wood will be lost – and with it, you.

Home Run Derby [+600 CP] – Ah, what a lovely day for a riveting game of baseball! Pooh's gone and taught you the basics of batting, but be warned – the locals have a great throwing arm! Some say Tigger's fastball is so fast you can't even see it! Christopher Robin's even stepping up to the pitcher's mound, and the boy is a prodigy! But it's just a game of baseball. *What could go wrong?* Remember, no cheating*! It wouldn't be fair to that poor boy to just use all of your godlike power on the diamond, now would it? Don't worry, you have nine years to get ready, and as many tries as you need to beat everyone's home run records! Everyone, that is, but good old Christopher Robin. You only get one try with him.

Regardless, at the end of your ten-year stay, at which point all of your Drawbacks are revoked, you'll find yourself making one more choice.

Go Home – You're done hopping about, and this was just a cooldown stop. You are taking everything you already have with you, though.

Stay Here – It is a nice place to live, and the locals would be more than happy to have you around! You can keep all your stuff, too!

Move On – You had fun here, but it's time to go! You'll be moving on to the next world with all your stuff!

A few notes:

1. *Cheating in the Home Run Derby is defined as doing anything beyond the limits of common humanity, with the following exceptions – exceptional reflexes, exceptional batting strength, and exceptional skill at baseball. That said, considering the physics-and-time-bending pitches you'll face? Those skills may not save you anyway.
2. The Home Run Derby begins in the final year of your stay, during which you may try as many times as you want to defeat everyone from Eeyore through Tigger. You only have one try against Christopher Robin, and to be defeated by him counts as a loss condition. You also cannot leave until you beat him. Don't worry, there's only 108 stitches in the ball – surely you have enough souls to fill that up and get away, right?
3. This is a place of fun, and chances are a visit here could really help you out after a long ordeal. Perhaps you've done something dreadful, or something horrible happened to you, or you've been to a place you'd rather not have been, but that's alright. You're among friends, and they

understand. They know you can get back up again, because you're braver than you believe, and stronger than you seem, and smarter than you think.