

Little King's Story Jump
v1.0
by LJGV/Sin-God

Welcome to *The World* dear jumper! This mysterious place consists of the town (and kingdom) of Alpoko, the forest, and the Meadow over the bridge. Oh? What's that? That's *not correct*? Hmm… Well, this world is a vast and strange place, on the cusp of being radically changed, all because of a discovery in the forest.

Who are you? Are you the little boy who discovered the strange artifacts that spur this story on? Are you one of his new friends? A villager? Oh… Are you a Mysterious Unidentified Animal? Well, regardless of what you are, you're gonna need these points. They'll make this next decade a lot easier.
Take **1000 Choice Points** to fund your adventures.

Starting Location

Your origin determines your starting location.

Corobo's Palace
The Little King and *Advisors* start here. This is Corobo's palace, which was once his humble home (and will still be fairly humble at the start of the jump).

Alpoko
The small town, and now kingdom, of Alpoko is inhabited by human beings, most of whom are a little lazy. *Villagers* start here.

The Area Beyond
This refers to the rest of the world other than Alpoko and the specific kingdoms inhabited by various kings and their minions. This includes areas like the Sunflower and Skull Plains, as well as the Over-There Beach. *UMA* start here, unless they are very specific UMA such as an Onii or one of the furniture and appliance UMA that live on New Island.

Specific Kingdom
This is the starting location for *Kings* and *Princesses* (which are perks, not origins). This is one of the other kingdoms, aside from Alpoko. The options here include Onii Kingdom, Kingdom of the Jolly, Ripe Kingdom, Worrywort Kingdom, Primetime Kingdom, Tiptop Kingdom, and New Island.

Age and Gender

Your age is up to you, within certain limits. *Kings* are adults, of an age you determine when you finalize your build if relevant to you. *Little Kings* are children (elementary to middle-school age) of an age you determine when you finalize your build if relevant to you. Other origins are free to determine their age however they wish. By default your gender is whatever you were previously.

Origins

Little King [Free]
You are the hero chosen by God to become the king of Alpoko! This begins with you going into a forest, guided by God, and finding a crown that gives you the power of persuasion. You are the *Little King* of whom this is a story about.

Advisor [Free]
Ah so you're one of King Corobo's advisers? Fascinating. You are a human, but of a more motivated sort than many of the villagers. This is also a catchall origin for those who wish to be human but not lazy or a king, as some of Corobo's *advisors* are simply odd individuals who have unique jobs and passions in Alpoko.

Villager [Free]
You are a lazy villager. This is no good. Still, at least you're having fun, I guess. By default the only thing you're good for is helping with digging holes, but with the right infrastructure even you can become someone worth something, someone with a job!

UMA [Free]
Oh, scary! You're a *Mysterious Unidentified Animal*. A monster, basically. You are one of the fierce, wild things that makes it hard for humans to inhabit much space beyond the tiny kingdoms SOME humans have eked out for themselves. Men would be wise to fear you. You can opt to use this to gain the alt-form of a UMA of the strength of your perks (if you take no perks you can be a normal Onii, a normal vegetable monster, or a small bit of animated items from New Island, for example), or you can custom design your own new kind of UMA based on your perks here, and if you wish, your other perks that are a part of your composite build (the sum total of your perks from across your chain).

Perks
Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Art & Music [Free]
This lets you apply a filter over the world that gives everything you see the stylized looks of this setting. This doesn't actually change how the world looks, it just lets you see the world as though the artists behind it were the artists behind this setting. Additionally, you can choose to channel *Mr. M,* and at any time you can begin to willingly hear any of the songs in this game's OST, and you can share this with other people and creatures.

Beach Dreams [400 CP]
This is a 1-up. Once per jump, when you would normally die, you fall asleep.

You dream of a strange place, a modern world filled with curious technology and notably lacking things like UMA and magic where familiar faces exist in reimagined roles, such as a valued advisor in this world being a classmate in the dream. This dream lasts a whole day (in the dream at least) and when it ends you fall asleep again. When you wake up you'll find yourself on a beach (during this jump at least, in future jumps you may find yourself waking up in a bathtub or on the shore of a lake near where you passed out). You'll be able to walk home, and you'll find that only minutes have passed since the time you should have passed.

Little King

Wise King [100 CP]
You are a king. It would help to be wise, wouldn't it? Well with this you have a basic, but fairly widespread grasp on kingly topics (such as etiquette, diplomacy, economics, governing and other such skills), and you are adept at learning from your subordinates the finer points of rulership that are still beyond you.

Useful Subordinates [200 CP]
You have uncommon luck when it comes to attracting loyal, useful subordinates. Even without the ability of things like *The Power of Persuasion,* you have both the luck and the charisma needed to get skilled people to work under you and to accept your leadership. This also gives you the ability to make use of even your most useless citizens, in the form of collecting taxes from them. How much you get in taxes depends on the weath of the citizen whose home you are collecting taxes from, but it'll always be at least a little bit even from jobless citizens.

Adventuring King [400 CP]
The biggest difference between you and the other kings? You are an adventurer at heart! You lead from the front, inspiring your followers and allies, and you take your Royal Guard on your adventures. With this you gain the physique needed to explore the vast world waiting to be annexed into your kingdom, as well as the practical leadership skills needed to unify different people and cultures under your royal aegis and to use everyone effectively, even out on the field. Finally, this also lets you exert a kingly authority over areas you conquer, which makes such places suitable to development but requires that you defeat a powerful foe or begin to forcefully develop such an area with the labor of your citizens for a period of time proportional to the size of the area you wish to develop.

Kingly Charm [600 CP]

You are a charming king. You gain vastly enhanced charisma which you can use to pacify even those you've conquered and get them to submit to your will, and this can let you lead your citizens to some extent, even if this is not as powerful or as absolute as the *Power of Persuasion* granted by The Crown. This works best on humans and humanoids, and makes them much more likely to listen to you unless they are the subjects of another king who they fear or respect more. You are also very charming to royals and nobles of your preferred gender specifically (taking this innate boost to all of your charisma and enhancing it further), who will practically throw themselves at you with the hopes that they can join their kingdoms to yours. This enhancement is great enough that, if you want, you could have a harem of royal lovers! In future jumps you can also elect to be the king of a small area around your starting location, though some people with strong wills and/or who hate you will be able to innately resist your self-proclaimed kingship. Anyone you persuade of your kingship becomes someone you can command to do things like join your royal guard. This also guarantees that the lion's share of your citizens and followers will listen to your decrees and will follow your eddicts, making it easier for you to rule.

Advisor

Highly Skilled Underling [100 CP]
You have a way of proving your utility to anyone you want to be hired by. You'll be a great advisor in general, but you can pick a specific area where your boss or king might need assistance and gain a significant boost to that area, with the more specific the area you choose the greater the boost. You will be recognized for your work, and smart people around you will pay attention to your keen skills and thoughtful advice.

Personal Style [200 CP]
Like the other members of Corobo's cabinet you are incredibly distinctive as far as your appearance goes, and have a style, appearance, and even home in the palace, that is distinctly yours. You are no longer beholden to any rules about uniforms or any other regulation that makes you bound to change your appearance for the sake of conformity or uniformity.

Benefits & Pay [400 CP]
You will always be treated, compensated, and recognized properly. You will get paid for the work you do, and treated with the respect you deserve, even if you work for someone who is normally well-known as a miserly cheapskate. You will never have to send your bosses letters or "quests" to ensure you get the wages, benefits, and other compensation you deserve. You will always be treated with the respect you deserve by people outside of your place of employment based on how they feel about your boss (provided this would be a benefit to you), allowing you to have the help of locals who respect your boss or are a part of their kingdom.

Princess [600 CP]
Oh, are you a Princess? Or maybe a Prince? How interesting! With this, you are a respected citizen and leader of another kingdom, you appeal to people of your native culture, and have the statecraft skills to be a proper ambassador to a new kingdom, which can help smooth over the transition as your kingdom annexes or is annexed by another people. You have a very valuable set of skills as a beloved cultural icon and in

future jumps you retain your skills with diplomacy, as well as the charisma and the set of leadership skills that a proper ambassador should have. This also ensures that any foe who invades your kingdom and conquers it sees a use in you, and keeps you around, free, and unharmed, unless they were invading your home specifically to take or kill you personally.

Villager

Carefree [100 CP]
You are a happy, worry-free person. And unlike some of the other adults in this world, you retain this carefree joie de vivre able to derive enjoyment and satisfaction from anything you do. You can also share this with others, allowing them to be as happy as you are.

Tax Free [200 CP]
You are, perhaps thankfully depending on the greed of your rulers, immune to being taxed. This is a minor ability, but this can definitely help you save up valuable bol. This also protects you from having to do things like pay a sales tax, and still lets you benefit from things that are normally funded by taxes as though you've been paying them all along.

Adventurous Citizen [400 CP]
You will always find a way to be useful out in adventures. You have a robust set of skills that make you invaluable on the field, which make you a well-rounded fighter, construction person, medic, and cook, and you have the ability to swiftly learn skills that further enhance your utility outside of your comfy home. When your king calls on you, you will be able to contribute to your home country with well-earned ease and aplomb.

Taught By Tuition [600 CP]
You have an incredibly handy skill: the power to learn. Specifically, you can learn just from paying your tuition! When you pay your tuition at a place of higher learning and skill growth you instantly receive the full benefits of the education you're paying for, which can make you an incredible student and you have a suite of other benefits as well. First, it's free for you to go to places you've already learned from. Secondly, you have a discount when it comes to learning, any sort of costs you have to pay for education are cut down to a quarter for you, and finally you can pay to learn anything. No job is off limits for you, so long as it's something that someone can do. If you can find a teacher and you pay them you can get the skills in question. This means you can get jobs like that of the Rainbow Magician and the Brainy Doctor, as well as jobs that are normally unique to native citizens of other kingdoms like the Craftian and the Broadcaster.

UMA

Powerful Monster [100 CP]
You are a rare kind of UMA, something beyond a mere Onii in terms of power, and more akin to an Onii Man. You hit twice as hard as a result of this, with your attacks knocking off more than one unit of health in your foes and stunning even other UMA if you fight and hit them.

Enduring Monster [200 CP]
Some types of UMA have enhanced durability, having robust health bars that take forever to whittle down, but typically this durability comes at the cost of having a weakness that kills them instantly. You are now one of these types of UMA, but without the balancing weakness of a vulnerability to something. This means that even a filled royal guard would struggle to take you out. This also gives you the power to command a small number of UMA who take after you in some way, but who lack your strength.

Guardian UMA [400 CP]
Oh, you must be one of the monstrous Guardian UMA! This means that you are a right terror, a monster who not only commands other monsters but who can cause them to respawn if they fall in battle. This grants you a sort of subtle lordship over an area of your choosing outside of a kingdom, wherein you command and control other, lesser UMA. You can sacrifice some of your energy to speed the respawn of the monsters you command, and in future jumps you can exert control over some monsters with ease, incorporating them into your odd area of leadership.

King [600 CP]
Oh, you aren't a UMA at all! You're something altogether more frightening; a king. You can use this to insert into this jump as a whole new king (and in so doing become the king of a new part of the world, which defaults to becoming a new landmass to the right of New Island), or you can take over and become one of the existing kings other than Corobo. This grants you control over an area equal in size to any of the kingdoms you wish to rule over, and ensures that those who live there will obey you and respect your rule. You can also conquer places and if you can fill them with your subjects the areas will gradually warp and become more suitable to the whims and needs of your citizens. You have a charisma similar to Corobo but for monsters, who will be putty in your hands even if they are mindless (though this works best on ones of some intelligence, at least).

Items
Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Little King

Royal Guard [100 CP]
This is a small number of elite human and humanoid followers who are always ready to be called to duty and deployed to protect you as you embark on adventures. These individuals excel at any job you train them in, and they are always excited to go on an

adventure with you. At first, these individuals start off as carefree adults, but they are remarkably adept at learning, and can gain new skills and jobs for half as much as it would cost other citizens. If these individuals are slain they will reappear in a safe place in a month, perfectly unharmed, though if they are slain twice in a year it'll take a year for them to respawn. This purchase equals 55 people, who will only ever appear when needed by you and do not need resources or space.

Kingdom Plan [200 CP]
This is a handy list of policies you can implement as a king that do things like approve of new homes (setting the process of creating them in motion). This also consists of heath initiatives, efforts to beautify places, and specific items you can buy that give you the ability to do things like instantly and safely travel vast distances, as well as buildings that allow citizens of your kingdom to gain new jobs. In future jumps things on here will be considered to be legal even if you are not the king of a place, and you'll be able to use this to gain the ability to teach citizens appropriate jobs relevant to destinations you visit.

Crown [400 CP]
This mystical crown gifts its wearer, you, with *The Power of Persuasion*. This ability is strong enough to allow you to command even those who hate you, working on anyone and everyone who considers themselves from the same place as you. This works on those who live in places you conquer, letting you command animals and even monsters, enhancing it over the base, in-game crown. That said this does have strict limits: someone has to be from a territory you control, meaning invading soldiers can overcome this ability, and those who are sincerely loyal to other people (even themselves) can overcome it if they are smart enough, but this powerful item makes you a right terror. This also comes with a specter that can project little bursts of energy a small distance ahead of it, letting it be a small, weak, but easily portable weapon.

Advisor

Personal Item [100 CP]
Howser has Pancho, Verde has her records, and Liam has his chalkboard. You have an item related to your role in the king's cabinet. This can be something like a sword and a suit of armor if you're a personal bodyguard, a list of Alpoko's cultural monuments and festive days if you're a historian, or any other such appropriate item for a given role. This item will boost you in a capacity related to your role in Corobo's cabinet, such as a sword and armor boosting your combat skills, and a list of monuments and festive days boosting your ability to note cultural and historic moments.

Merchant's Association [200 CP]
This is a family of merchants who follow you into future jumps selling unique items from each jump you visit at cheap prices. These individuals will allow you to continue to have access to unique resources in future jumps once you leave the jumps that supply them, such as jump cannons and animated suits of armor akin to the Steel Knight based on in-jump resources and metals.

Jumper Manor [400 CP]

In this jump this is located next to the Alpoko Castle, and in future jumps, this is safely tucked away in your warehouse. This is a luxurious home that is opulent and furnished in a way in keeping with your sense of style and aesthetics, that is always staffed with servants and food. Those you invite here will be awed by its splendor and by how polite the staff are, improving their impression of you by a good deal due to your class and sophistication.

Villager

Carefree Home [100 CP]
This is a cheap but comfortable home that follows you into future jumps. It retains changes and is free in every way to you.

Job Supplies [200 CP]
You have a small bag that contains all the supplies you need to do your job(s). This item is incredibly light at all times, only works for you, and has a replenishing stock of items relevant to your job. It is bigger on the inside than it is on the outside, and can store everything from a wizard's staff to a giant syringe with no difficulties. This also comes with a change of clothes and a small amount of food. It replenishes any spent goods daily, and always happens to have supplies based on your active job, swapping things out if the job you're doing changes.

University [400 CP]
This is a place of learning that is super-charged. It's a university that can teach any job in the game, and auto-updates in future jumps to include relevant jobs as well as teach skills related to jobs it already has that exists in the setting but haven't existed in past settings (such as teaching people about new schools of magic in settings that are more magical than this one).This place also lets you change your job for free, though it does require that the relevant jobs be unlocked in some way (for the duration of this jump), and it earns you a profit that you can keep even as a private citizen loyal to the king.

UMA

Monstrous Equipment [100 CP]
Some UMA, like the hoppers, have their own personal items. Some UMA ARE their own personal items. You now have a handy bit of equipment that offers you some sort of utility, such as a pogo stick you can use to more quickly get around or a club you can use to bash the heads in of citizens loyal to some puny king. This will not be some legendary thing, but in its relevant area it will be quite handy.

Princess Vase [200 CP]
This nifty item is a strange thing that can perfectly capture and preserve people of your a gender of your choosing that you can change each jump. These individuals will be perfectly safe inside of it, and won't even really mind being in it, even though they probably won't love being forced into it. This thing can only break if you hit it, and will safely release anyone you capture.

Kingdom [400 CP]

This is a kingdom of your design that will always be under your control. This area is fiat-backed to be loyal to you, and receptive to your will, giving you a place of safety from which you can hatch plot after plot

Companions

Companions can purchase more companions.

Companion Import/Creation [50-200]
Fairly bog-standard companion importation/creation rules. In exchange for paying 50 CP you can create a companion who has a budget of 600 CP to pick their own origin, perks, and items (only one person can be the Little King though), or you can import a companion who gets all the same benefits.

Canon Companion [50]
If you pay 50 CP you can bring along anyone who agrees to join you as a companion into future jumps on your chain. This works for any character you can communicate with, from UMA like an Onii to one of the three Typhons. This also works for God, and for The Devil, if you can communicate with them.

Scenarios

All scenarios award 200 CP upon successful completion.

The Story Of The Little King (Requires non-UMA origin)

This is the base game's story, but in a scenario. You, or your king, must conquer the world, and go beyond the universe to meet with God. Your role in this is dependent on your origin. If you are The Little King you must be the world's unifier. If you are not The Little King you must aid him. Either way, the end results are more or less the same.

Reward
Alpoko and The World follow you along your chain. What precisely this means depends on what all you do and your role in the story, such that if you are the king then the unified world is at your beck and call, but if you not are the king then you simply get to save your friends and keep everyone together moving forward (and are a respected leader of the unified world). Additionally, if you are the little king then jumpchan resurrects the princess, or Verde if she was chosen, who was eaten by The Devil. This lets you stay with your friends and lovers, if relevant, in future jumps without paying CP but at the cost of making you embark on the game's plot. After you complete the scenario you are returned to your home, and are able to reign as the world's king, or be ruled by the world's last monarch for the remaining duration of your stay.

Unify The World (Requires *King* perk or Little King Origin)

This is a lesser version of the scenario above it, only requiring that you unify the world. If you choose this scenario and commit to that choice when you unify the world, the earthquakes stop and you are not required to go meet and speak with God.

Reward

The reward for this is similar but lesser than the reward for **The Story of the Little King**. With this only Alpoko follows you, but it follows you in its entirety (citizens and all). Still, you don't get to keep places like the kingdoms you conquered, unless you fully modernize and incorporate them into your empire (and you don't get to have them follow you in their native form). Still, with this you don't have to fully engage with the plot as far as the actual game goes, letting you focus more on world conquest and domination.

The Status Quo (Requires UMA origin)

Your role and duty are both simple, in this scenario. You are expected to keep any singular power from dominating the world. This is most effectively achieved by killing a tiny would-be-tyrant…

Reward

Upon completion this gives you the power of the Mythic Blue Dragon, letting you use all of its powers, gain a Blue Dragon alt-form, and give you true rulership over monsters of all sorts. This lets you cow monsters and in doing so become a Guardian UMA for them, which lets you allow them to respawn if slain.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. ***This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.***

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Little King's Story universe you're about to enter.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. You can purchase this a total of three times for points, but can continue to stack on more uses of it to simply extend the duration you'll be here after the third purchase.

I Don't Care Who The IRS Sends I'm Not Paying Taxes [+100 CP]
Your citizens and subjects are less than patriotic in one specific area; they hate taxes and will do everything possible to avoid paying them. If you are not a king of some sort then expect to be hounded about taxes at least monthly by nearby kings, even if you're a UMA.

Happy Employees Happy Life [+200 CP]
This is another conditional drawback, one that manifests differently based on your origins. If you are a king then your employees will demand worker's rights and will force you to respect them, with them even overcoming things like a Crown's Power of Persuasion to some extent. If you are not a king then the kings closest to you will want to strip you of your worker's rights, and work you to the bone without a care relevant to your wages and worker's rights.

Randomized [+200 CP]
Ah yes, a randomizer. This makes it so that the monsters that appear in any area are random, and if you are a UMA or a King, then the forces protecting other kings are also randomized. This can be quite dangerous, but could also make certain fights a breeze. Roll the dice, jumper.

Mythic Persuasion [+400 CP]
This makes crowns more commonplace, and each crown has the power of persuasion baked into it. This means that others might have armies of their own. Still, if you defeat other crown-wearers you can keep their crowns, which can certainly be useful.

Harem Happiness [+400 CP]
Harems become much more commonplace. And managing them becomes a fulltime job. If you acquire a harem this makes it so that you feel a strong need to keep each member happy. If you do not acquire a harem this makes you a valuable target to people with one, making them really want you to join their harems.

Wrath [+600 CP]
For some reason, kings and UMA alike have it in for you now. They'll be out for blood the second they catch you sniffing around. Be careful, some of them are quite strong!

Completionist [+600 CP]
This will make you feel an incredible urge to go out and 100% this setting. This means purchasing every possible Kingdom Plan item, defeating every king, unifying the world,

meeting God, and completing every Princess Hobby Quest. Even if you aren't The Little King. Have fun!

Lockdown [+600 CP]
You have no **Out Of Context** items, powers, or warehouse. You can, if you wish, use this to lock out smaller bits of your composite build, preventing you from using items, perks, or accessing your warehouse. If you reduce this to one-third of its power, by only locking out one of the three, you get 200 CP. If you reduce it to two-thirds of its power you get 400 CP instead.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Jump started on November 22nd, 2024, and completed on November 23rd, 2024.