

IDEOLOGY WAIFU JUMPCHAIN CYOA

A Low-Effort Shitpost by Anonymous

Welcome to a strange land, Jumper. Here, the rulers of countries are decided not by elections or conquest, or even by ordinary birthright. Instead, girls with special properties come into being whenever their predecessors die, in an eternal cycle of reincarnation and purification. These special women are immediately recognized as leaders, and trained from birth for their chosen roles. They are the Idos, chosen by unknown fates to lead Humanity and declare once and for all which systems of governance are the best. This eternal war has waged for untold eras, and it continues into the modern times, though now the battles are largely in courtrooms and conference halls rather than flaming fields of war. Enjoy your time here, Jumper, it's certain to be a wild ride.

+1000 CP

LOCATION:

Roll 1d4, or pay 50 CP to select your start.

1. America

Ruled by the Ido of Anarcho-Capitalism, America is the “Land of the Free”... as long as you're able to afford such freedom. It's Ido is not a leader in the traditional sense, but instead a CEO of the largest company in the nation, a megacorp that is only kept in check by its own needs and contracts it has signed with smaller companies. Expect to defend your personal boundaries with bullets.

2. Great Britain

This is the home to the Ido of Monarchism, and is an incredibly stable landscape, due to the nature of Idos. There are no succession wars or other messy politics involved, thus cleaning up the ideology that it represents and making it more powerful. The woman in charge here is benevolent, but strict, and revels in her power at times. Try to avoid her and those she directly commands when she's in the cups.

3. Germany

The Ido of National Socialism. It is incredibly similar to both Monarchism and Communism at once, but with an impetus upon its Ido to lead “from the front”, so it were, and do everything in her power to bring her nation to prosperity, rather than merely herself and her cabal. Things are vastly more strict here, but in some ways the people are happier than they would be elsewhere. They know their place in society, and know they are doing everything for the sake of their proud nation. Also comes with some great sense of aesthetics.

4. Russia

Ahh, Communism, love it or hate it, its Ido is absolutely iconic. The government controls everything, much like in National Socialism, but everything is “free”, the fruits of your labors do not determine the rewards of a station, everyone is truly equal, save for those that are “more equal” at the top of the political chain. Of course, they’ll never admit this openly, perhaps they might believe their own Ideologies.

ORIGIN:

Keep your Starting Age and Sex from the previous Jump, or pay 50 CP to assign both here.

Drop-In (Free) - No memories, no ties, you know the drill.

Citizen (Free) - You grew up under the rule of the Ido in your current location, and cannot fathom what it’s like to live under another. While you might not have actively participated in battle against other nations, you’ve got a sense of pride.

Warrior (Free) - This term means many things, but a true Warrior under an Ido takes their pride in their ideas and nation to the next step, and fights actively, either on battlegrounds or in debate centers. Seasoned in both logic and combat, Warriors are highly respected no matter where they are.

Ido (100 CP) - You are one of the Idos, a woman (or “woman”, if you prefer) born with a birthmark that symbolizes your Ideology, such as the hammer and sickle for communism, the swastika for national socialism, and so on. Your force of personality is incredibly strong, and when you go into a direct confrontation with another of your kin, the world quakes.

PERKS:

All Origins get their 100 CP perk for free, and a 50% discount on the rest of their Origin Perks.

Drop-In

Soothe of Wills (100 CP) - Somehow, you make teamwork work when it really, really shouldn’t work. People with totally different outlooks on life will cooperate under you, even ones as forceful as the Idos. When you’re not around, however, things might go south.

Oh god what the fuck (200 CP) - Who the fuck thought Ideology Waifus were a good idea? You can reject this strange reality and forge your own nation, without these weirdos getting involved. Declare a space as yours, and you will never see an Ido form within it, even if you adhere to a particular style of rule.

The Harem Maestro (400 CP) - Love is a fickle thing, but not for you. When you convince someone to form a romantic relationship with you, it becomes an iron-clad bond, and you can handle having up to 16 of these Bonds at once, and sever them at will. This isn't direct mind control, but it will keep your harem from doing anything more drastic than the occasional cat-fight for your affection, and you won't ever fear getting cuckolded.

Needs Ideology Lolis (600 CP) - You can make Idos manifest in any Jump you arrive in, using the local setting's systems of governance as their basis. This will apply to any systems that are disparate enough to have Idos, and copies are possible if the span between the landscape they reside in is vast enough. Idos that represent the same ideas can meet and interact, though this might cause some strange effects, like suddenly becoming twins of each other.

Citizen

I love my Country (100 CP) - You'll somehow find a way to work within the systems of governance or lack thereof anywhere you go. A natural idea of what laws you can get away with breaking and how to avoid prosecution and other punishment comes natural to you, but better still, you know how to bend the rules rather than break them, keeping in the spirit or letter of the law while getting what you want.

Working Hard is Hardly Working (200 CP) - Those endless, long, hard shifts in a factory or an office just breeze by, you can tune your brain out entirely and "time-skip" the mundanity of life, while still acting at your peak efficiency for the entire time. If some event comes up that you would want to personally interact with, such as a co-worker or your boss or an officer of the government coming to speak with you, you'll automatically "wake up" to deal with it. You of course retain all memories of your working hours, you just don't have to actually deal with it, it's like dreaming of going to work and then waking up fully rested. Sleeping on the job has never been so easy.

Ask Not what your Country can do for You (400 CP) - Because it is doing everything in its power to make your life better. You'll find that if you so much as glance at things such as a welfare program, or some other form of governmental assistance, you'll be eligible and already a part of the system, reaping benefits from it. If you somehow need to apply for citizenship anywhere after this Jump, the process will be done in a week, and even if you know nothing,

you'll ace any test they put in front of you for it. You can use this to ride out life, or perhaps you're aiming for something more...

Ask what you can do for your Country (600 CP) - Or more specifically, it's Ido. You are the greatest servant a leader could ever ask for. Menial tasks like dishes and laundry are done without you even so much as touching them. If you do decide to touch them, they're done even faster, and higher quality. Your skills with organization and management are enough to handle both a large household and an entire nation's finances at once.

Warrior

Waifu War (100 CP) - Everyone you fight alongside or against becomes weirdly attractive. You'll never see someone in a debate room that you count as below 8/10 on your personal scale, and even on the battlefield, the dirt and blood doesn't hamper beauty all that much for you or your opponents.

See you in Court (200 CP) - You can manifest a courtroom with an impartial judge to test the strength of your arguments and laws, any time, anywhere. It lasts as long as it needs to, and while inside of it, you won't find yourself suffering from things like lack of sleep, hunger, thirst, or outside influence. If you try to use this to escape a nuclear bombing or something, of course, it will fail. Any rulings the judge hands out are absolute, and will follow the letter of the law within your current location.

The Great Debate (400 CP) - Arguments, counter-arguments, rhetoric and logic, you are a master of it, capable of talking circles of reasoning around people, and even those that go for low-brow tactics such as shouting you down and then claiming they won... will be seen as the ultimate loser by the public. No more will you fear cries of -isms utterly ruining your attempts to convince.

Fight for your Ideas (600 CP) - The strength of your conviction translates into your strength of arm. The more you believe in what you're doing, the greater your physical power. At default, you operate at roughly 90% of what you can do, and can extend up to a 150% boost, though this would require something you would not only die for, but sacrifice your loved ones and everything you have ever owned for.

Ido

The Mark of an Ido (100 CP) - Pick an icon, even a personal one, to become a birthmark somewhere on your body. When you present this mark to anyone, they will understand exactly what your political ideology is, and that you are fully capable of carrying out leadership within this ideology. How they react, of course, will depend on how they think of your ideas.

Force of Personality (200 CP) - When you talk, people listen. When you tell your subordinates to jump, they skip asking “how high” and do exactly what you want to the best of their ability. If you ever find yourself questioned, it will be polite, it will be brief, and they will accept whatever answer you give them, ultimately.

Strength of a Nation (400 CP) - The stronger your country, the stronger you are. What starts as mayorship of a town with not even four digits in population will grant you enough skill to manage it expertly, and the more your sphere of influence grows, the more capable you become in order to manage it. This will apply in war and peace, in matters of life and death, and no matter what your situation, you will find your mind adapting to handle it, so long as it involves leadership.

True Ruler (600 CP) - This is what makes a clash between Idos terrifying for the world at large. You can declare a single “combat” with another leader, though it does not have to be a fight done with guns or swords, a debate will suffice. The loser of this Trial will be forced to accept any demands put in place by the victor, up to and including the complete revoking of their ideas, becoming nothing more than a slave to your whims. Should you perform this on another Ido within this Jump, their Mark will transform to match yours, and their nation will be absorbed into your empire even if it was not part of the initial terms.

ITEMS:

No items are discounted.

Special Outfit (Free) - An outfit that fits you, representing both your ideas and your personality. This might be a suit much like the one Hitler wore if you’re a nazi, a CEO’s finest if you’re a capitalist, and so on. Regardless, it carries your unique flare.

Seal of Authority (100 CP) - A Stamp that can be used for Wax Seals, ink stamping, and so forth, acting as your signature. This Seal cannot be faked in any way, and using it to seal a letter prevents anyone but the intended recipient from opening it or otherwise discerning its contents.

The Office (200 CP) - A space within your Warehouse that acts as a perfect, soundproofed office. You can have your door or portal open directly into this and hide the rest of the Warehouse if you desire, for the sake of hosting meetings and such. It comes with an in and out box on your desk that will automatically sort forms and send them to the correct locations, and can be used to do things like mail-order, if you desire. Additional features include a computer that will maintain absolute informational security, so you don't need to delete your emails; a sturdy hardwood desk with enough space underneath it for one of your staff to give you a blowjob without anyone being the wiser and lots of drawers for storing nasty physical blackmail safely; decor to your tastes; a plush leather chair that never deflates or otherwise becomes uncomfortable; and at your will it can be transformed into a conference room, growing large enough to accommodate everyone you wish to speak with, replacing the desk with the head of the long table, adding a projector and extra seats, and so forth.

Military Capital (400 CP) - All of the military might of a large nation at it's finest. A full army, navy, air force, and so forth, loaded with equipment of your choice, including things from other jumps if you decide to import them. There's roughly a million able-bodied soldiers in all roles within your military, and the gear to match. Where you store these men and their weapons and such is your business, but in future jumps they'll start out in a military base that has spontaneously appeared near your starting location.

The Seat of a Nation (600 CP) - An entire City, with a civilian population of 10 million, and all of the buildings required to support that. It will act as your Capital of any Nation you already own, importing itself into that position. You can design this space however you desire, and change it between Jumps if you wish.

COMPANIONS:

Allies and Axis (50 CP/Each) - Import or create up to 8 Companions, they get 600 CP to spend and an Origin of their choice for free.

Ido (200 CP) - An Ido representing any ideology you desire, perfectly loyal, capable of leadership, governance, direct physical combat, and being a loving waifu. Design them how you like. They come with all of the perks of the Ido Origin for free, and their own Seal.

DRAWBACKS:

You can take up to 600 CP in Drawbacks.

Ideology Lolis (+0 CP) - All Idos do not visibly age past 10, though their maturity will expand as normal.

Can't Stump Him (+100 CP) - Donald Trump has taken over America and turned the Ido of Capitalism into his new wife, and he's looking to turn it into a harem. He might lack the ability to force it on other Idos, but he has a personality that draws these women to him, and his own Ido can use her True Ruler ability to make things more permanent.

Scandalous (+100 CP) - No matter what you do, you're sure to run into a number of unsavory positions in your time here. Somehow it will be leaked that you had sex with russian whores that pissed on you, or it will seem incredibly suspicious that your son happened to have a laptop full of images of him fucking his cousin that mysteriously vanished, or someone threatening to expose you will die of suicide in prison despite every attempt to prevent such a thing. These will somehow get brushed off by the public after a few weeks or months, but those in power are going to rib you for it for ages.

Rebellion (+300 CP) - Something has gone horribly wrong, Idos matching the ideas of opposing countries are now appearing within the wrong places, and before anyone can move them to the appropriate cities, they're gathering forces and waging open civil war everywhere they can. Things look dire, Jumper, can you bring peace back to this fractured world?

Powerless (+400 CP) - Everything but your Body-Mod body and what you bought here has been taken from you, scattered to the Idos for their personal use. You'll have to claim it back somehow, or risk losing it forever.

Risen (+500 CP) - The Idos have been replaced, defeated by the leaders of old. Hitler, Stalin, Musolini, Roosevelt, and so on, they're back, and they're... well, they're young, attractive girls, now. But with all the same personality and eccentricity as before. Expect the cold tensions of this world to go hot, fast. Oh, and they all know that you're threat number one, so you better hope you can get yourself out of that mess.

JoJo Biden (+600 CP) - What in the gods names has happened here? Joe Biden has arrived as a green-skinned beast of a man, with all of his mental acumen intact once more, and physical strength to match. He wants to dominate the world, and he's somehow obtained the supernatural powers of a Stand similar to that of D4C. Worse still, he has the power of a True Ruler, and is seeking out you and your Idos first!

ENDING

You know the drill. This is just a formality at this point.

GO HOME

STAY HERE

MOVE ON