



Welcome, Jumper, to OnlyCans. We're terribly sorry for what you're going to go through here, but someone's gotta do it.

You get 1000 CP to try and make soda fuckable. Good luck.

Origins:

The Drink Mixer: You get to own a small store and sell sexy soda to people.

The Shizehead: You get to try and convince people that your soda can body pillow is a normal thing to have and that everyone should have one.

The OnlyCan Producer: You get to sell pictures of naked soda cans on the internet. Video too, if that's what you're into.

The Good Shize: No, jumper, you are the sexy soda.

Origins get their respective perks/items discounted. 100 CP discount = Free.

The Drink Mixer (Perks)

Over 18 Calories (100 CP): Anything you make for the purpose of consumption is incredibly healthy, and likewise happens to be highly marketable to any demographic you'd happen to be attracted to, from ordinary 20-somethings to eldritch gods. But wait, there's more! When around 3 or more people, you always make whatever you're focused on look however you like, better, worse, or whatever. This isn't mind control, it's more body language, tone of voice, expression, so on and so forth.

Unlimited Flavors (200 CP): You can make anything into a soda! Not only that, but you can make it safe to drink, too! Interested in what carbonated molten plutonium would taste like? How about a fizzy can of rust? Even human organs are on the table! This comes with a boost to your creative juices - Someone has to come up with that mayo-flavored can of Shize.

Can-Do Attitude (400 CP): People tend to be pretty unbelievably stupid sometimes, let's be honest here. With this perk, people tend to be a lot dumber when it would benefit you.

Translation errors leave your soda marketed as 'raw meat' flavor? Beloved by millions. Drop off the face of the earth, selling assets owned by dozens of rich, influential people? They'll care

more about recovering their funds than ensuring you don't do that again. Release ridiculously toxic soda flavor? The FDA just never got around to it.

Thirst Date (600 CP): You must be a morning person, given how you can light up a room dawn 'til dusk, and boy, are you fun at those late-night parties! You're a force of inspiration, with the raw charisma of a playboy billionaire that the working class adores. That isn't where this perk shines, though. You have almost supernatural skill in business in general, to the point you can advertise your soda with a paywall gallery porn site and stick your horrific half-human thinking soda can on there, and just rake in the cash from the general public.

The Shizehead (Perks)

Vegetable Broth and Morphine (100 CP): You can consume absolutely anything without any health concerns! Chug a cup of cyanide, chase it with some arsenic blended with fiberglass, and the most anyone else might notice is how your breath smells. You, however, can also identify the composition of what you down, chemical or otherwise.

Caffinated Craze (200 CP): Wow, you really like this stuff, huh~? It doesn't matter if the apocalypse is tomorrow, or if you're actively bleeding out and dying, you'll always have time to do what you love, and won't be impeded in the slightest enjoying it. This perk extends to every single one of your companions, as well as anyone you or they think could use some extra time to enjoy their hobbies. Don't worry, it won't cut into anything important.

Heart-Stopping (400 CP): Speaking of which, it seems like things are really getting better and better in that regard, am I right? The more you enjoy something, the more enjoyable it becomes - Movies get extra scenes and a remaster, the plot of that show you watched is a lot better than you remember, every sip of this drink just gets better. This doesn't just work for you, though, unless you want it to - These improvements are permanent for everyone, across the board! Like making laser rifles? I'm sure the space marines'll enjoy the upgrade.

Ban Evasion (600 CP): It doesn't matter what they try, you'll always find a way to show you love this Shize! From this point forwards, it doesn't matter what happens - You could be decapitated, your spirit shunted out of your body, your mind stuck in a crumbling simulation of reality, pushed into another dimension - You'll always find a way to support whatever you want to support, no matter how illogical or impossible it is. Things just happen to line up to make those 'impossible' plans work, too.

The OnlyCan Producer (Perks)

Our Sincerest Apologies... (100 CP): I can hardly believe you're actually doing this... All right, whatever. You can all but ride waves of disbelief whenever you do something, using the absolute shock to further your reputation. You have to keep up the momentum in order to get anything out of this, but I mean... Look at what you're doing in your spare time for a quick buck. I don't think you'll be having any problems there.

Unbelievable Allure (200 CP): While this comes with an appearance-boosting perk, leaving you appealing to anything capable of having an opinion on it, this isn't your main skill with this perk. No, you're ridiculously good at making anything else look attractive on it's own, from snapshots of soda cans to god knows what else. This is the only way you can say 'I turned on Cthulhu with soda pop pics,' so best figure out your excuses for taking it that aren't that.

High Ratings- I Mean, Hydrating (400 CP): The public demands, and you supply. You have your finger to the pulse of what's popular, on a local, city-wide, state-wide, country-wide, planet-wide, galaxy-wide, universe-wide, and multiverse-wide scale. And you know exactly how to provide, assuming it's within your capabilities to do so, for all these demands. You even have more skill in managing your fans, so don't worry about the toxic gatekeepers so much.

Eternal Devotion (600 CP): Once they got a taste of you, they were hooked, and once they were hooked, they were yours forever. If someone starts to like you, or anything you make, they'll quickly find themselves a devout fan, ready to enjoy anything you provide, willing to do anything for just a little more, though disobedience isn't nearly as appealing an option. You speak, with that utterly enjoyable voice of yours, and they listen like it's the voice of god. You smile that charming little grin of yours, and your fans fall over one another to complete your latest whim. Nobody minds that much, or thinks it's weird you've turned your fanbase into what's effectively an eternally devoted cult.

The Good Shize (Perks)

The Voice (100 CP): Your voice is almost hypnotically attractive. A few words from you could leave someone shuddering in pleasure, and you've got a wide vocal range as well. Be prepared for people to be incredibly weird about it.

A Real Cherry Pop (200 CP): It doesn't matter what you look like, you've got a universal appeal that crosses all boundaries. You could easily star in movies, and even terrors beyond your wildest dreams would want to get with you. This can attract the wrong kind of attention, keep in mind, but even then, it'll also probably let you survive said attention.

Fizzy Little Minx (400 CP): You can't help it, you're just that good at this. You're able to charm anyone who lays eyes on you, your personality comparable to looks if you took A Real Cherry Pop in how many enjoy it. This doesn't affect how you think, more how you present yourself to all who perceive you. Even if someone wants to kill you, they'll think it's a damn shame, and likely hesitate quite a bit.

Get Your Juices Flowing (600 CP): Variety is the spice of life. You have four alternate selves, each with all your perks, who generally defer to you for leadership. They aren't even close to carbon copies, though - They're different 'flavors' of you, variations on the original, with their own lives, histories, and things that are generally uncannily familiar but off enough to result in some significant deviations, like going goth if you're normally not really about that, or being incredibly brave if you're the mild-mannered type. They aren't companions - They're variations on you, which means they get the perks you do henceforth, aside from this one. Drawbacks that affect you also affect them, but smaller effects like a magical curse that targets you alone likely won't spread amongst all of them.

The Drink Mixer (Items)

The Heritage Collection (100 CP): Excluding Total Devotion and Thirst Born, you have every flavor of Shize ever made before. An unlimited supply, too. In new worlds, you'll be able to legally sell it, as well.

Soda Popper (200 CP): A device that converts any liquid into a safe, drinkable carbonated beverage. It can run off the same amount of power as a potato battery, and fits nicely on a counter next to the coffee machine.

Legal Documentation (400 CP): All the legal documentation you'll ever need for running your own personal food/drink company, automatically adjusting as needed to any problem you may encounter. The people at Washington can't stop your flavors from reaching the public! In the future, it adjusts to your current profession(s).

The Corporation (600 CP): A global corporation of your own design that makes enough money for you to be a billionaire. It requires absolutely no influence on your part to be at least moderately successful, but with the right skill, you could use it to do crazy stuff like take over the world.

The Shizehead (Items)

Vending Machine of Love (100 CP): A vending machine full of stuff based on your interests, which restocks infinitely. Takes any form of currency, and you'll always get something you like that's... More or less worth as much as you paid.

Improbable Allowance (200 CP): Gotta buy dat merch somehow, right? You have a steady flow of local currency, whatever 'local' is for you, that is 100% legal and valid. You could live a middle-high class life comfortably with a good chunk to spare on this amount of money, wherever you go.

Tinblr (400 CP): The last word in chatting about soda, you and every other sentient being out there gets constant access to 'Tinblr,' a website made specifically for chatting about soda, though it can be used for other things too. Check out 'High Ratings- I Mean, Hydrating' to see how it separates out content from different areas - You can check all of it out, and you're an admin of the site.

Concerning Collection (600 CP): You get a concerningly obsessive collection of items related to something you're big on. This gets added to every jump based on what your local self's interests were before your insertion.

The OnlyCan Producer (Items)

Can-did Camera (100 CP): This is a camera with a lot of features, including ridiculously good video capabilities, perfect clarity and focusing, plus a flash drive full of god-tier editing software for the perfect pictures of soft drinks for everyone to simp over. You can use it for other stuff, but you made this grave. Lie in it.

Bubbling Bathwater (200 CP): ...I really, really hope nobody's actually bathed in this. This isn't (supposed to be) actual bathwater - Rather, when sprayed on a surface, it provides an instant glistening, movie-quality sheen of moisture to it. It draws the eye, makes whatever it's coating look more attractive, and actively adjusts the local lighting to help boost this effect.

OnlyCans (400 CP): Not necessarily OnlyCans, but it is a site where you can put up whatever you like and make a profit off it. You're going to get a lot of weird people on there, that's just a fact of the medium, but the money ought to be a good enough incentive to not worry too much about it, yeah? Other people also upload to the site, which can be all sorts of things from soda cans to landscapes to the car they and their buddies are touring the country in. Good for checking out places far and wide.

The Perfect Set (600 CP): You get access to a pocket dimension designed for photography, but it can be used for other things. Depending on the subject of your latest photographic foray, the scene will shift to something relevant, letting you get plenty of good snapshots. If you took a

picture of a scientist in the lab, you'd be able to thumb through their notes in the pocket dimension, a false version of the scientist and the lab sitting still, for example. Effects like bubbling and such continue as though time isn't frozen, and you can reposition the subject of the photoshoot freely.

The Good Shize (Items)

Accessorized (100 CP): You now have a shapeshifting accessory bound to you, which can be anything from a bandaid to an ominous glowing aura. Good for getting those piercings you've wanted without any pain involved.

A Fanbase (200 CP): A bunch of pretty much ordinary people who happen to really enjoy content featuring you. If your local self hasn't released anything warranting a fanbase, you'll likely get one pretty fast when you start!

Smooth Backing Track (400 CP): You now have sexually charged music playing at all times. This interacts with all other soundtrack perks to force them to sound like this. It also helps improve the quality of your voice, accenting your words just perfectly with musical cues and such.

Benefactors (600 CP): You have powerful sponsors helping ensure you make more content, though they'll be fine if you take it at your own pace. Here, it's... Weird, rich people. Really weird. In other worlds, who knows? Maybe Cthulhu wants a sip.

Drawbacks

Thirsty (100 CP): You are constantly, without fail, extremely dehydrated. This wouldn't really be a big problem, except for the fact that you'll always *feel* dehydrated until you've had a few cans of soda, no matter how much water you drink. A bit of a catch-22.

Infinite Innuendo (100 CP): This world is chock full of sexual under- and overtones. Ordinarily, I'd let you enjoy the overly sexual sense of humor or not at your pleasure. However, regardless of how sexual you are, these will cross all sorts of lines for you. You won't go an hour without feeling like you need a cold shower from the things you hear.

Can-sexual (100 CP): You are incredibly aroused by cans. Just, to the point it's honestly comical. You might be throwing a lot more money towards the soda industry than you mean to, when you catch a glimpse of that aluminum glinting in the store's light.

Poor Taste (200 CP): Your tongue hates you. Everything you eat and drink tastes absolutely disgusting, even when it should logically have no taste whatsoever. Only the blandest of the bland will help mitigate this, and even then, it won't work fully.

Not FDA Approved (200 CP): All these strange brands of soda, and you never really get a good look at the ingredients. Ordinarily, you'd be just fine drinking most of them, but now? Despite how toxic they all are, they're the #1 drinks worldwide. Hope you've got anti-poisoning perks...

Hearing Things (200 CP): All inanimate objects in this world are now sapient! Neat, huh? They can all communicate, too! And due to your weird extra dimensional nature as a jumper, you're the only one who can hear them. If you stay with your local family, expect them to worry. You don't get points for this if you're a soft drink.

Can't Resist (300 CP): The things people will put on the internet... You're a very devoted fan of Shize products, even if you're one yourself. And the things you say about it are... Disconcerting, that might be a good word for it. Yes, disconcerting. This'll severely hurt your public reputation.

OnlyBanned (300 CP): You frequently get banned from OnlyCans, which is kind of the main focus of this jump. If you can't stay on the site consistently enough, your benefactor is liable to get annoyed, and throw a ton of other little inconveniences your way. You'll have to circumvent your frequent bans despite increasingly strict methods made to keep you specifically out.

Hook, Line, and Drinker (300 CP): You got a taste of Eternal Devotion, and you can't help but want more. Not only are you addicted to Shize, you also happen to be very open to suggestions from the people running the show there. You also happen to be seeing things, a little - Claws tapping on the window, shadows in the forest. No promises are made for your safety.

A Taste To Die For (600 CP): You have to drink one gallon of Shize a day, or you will die. This doesn't have to be all at once, mind, but it has to be, bare minimum, a gallon. For all ten years. This may be a problem if you happen to be a soft drink yourself.

The Weirdest Fetish (600 CP): Your tastes are definitely strange, jumper, and people have taken notice. Some weird thing you're into has been leaked, and your reputation across the board is all but unsalvageable, even for you. It'll take time and effort if you want to go out in public again, but it is doable. Hard to say if you can do it this decade, but...

Thirst Born (1000 CP): You *were* a human, at some point or another. And then, you were a corpse. And now you're a soda can, of sorts. You can think, you can feel... It won't feel good. On the plus side, dying during this jump will no longer end your chain - You'll just go directly to hell, where a specialized form of torment is waiting in store for you!

Now, you're through everything, so you have a few options.

Go Home:

You could use a much-needed shower, I'm sure. You go home, with all perks and items you've collected thus far, to recover psychologically from the uncanny experiences.

Stay:

Maybe you built up an appreciable digital empire, maybe you just really like soda that much.

Either way, you aren't ever leaving this place, for better or worse.

Move On:

The adventure continues, and you put this dark point in your history behind you. Well, minus the perks and items you got here, but that's neither here nor there.