CYOA

Jumpchain Compliant

Version 1.0

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Introduction

Welcome to the world of Plants Versus Zombies! It is the post-apocalypse. The dead have risen from their graves, they have assaulted the living, corraled them, trapped them and then they ATE THEIR BRAINS!

The cities are all empty, destroyed by the Zombie Menace. It's the suburbs where there are still some people fighting back, largely thanks to the efforts of the Gloom and Doom Corporation, which produces and dispenses packets of seeds which produce plants that can protect the humans from the ever increasing threat. Maybe you will be the final sounding of the bell for humanity, maybe you will deliver them from this peril! All up to you, just don't let them EAT YOUR BRAINS!

You will need these: **1000 CP**. Go, have fun!

On a different note, this jump is based entirely on the first game, since that's the only one I have played. Anyone want to make a jump for the others, please feel free.

Times and Places

1. **Suburbs**
2. **Suburbs**
3. **Suburbs**
4. **Suburbs**
5. **Suburbs**
6. **Suburbs**
7. **Suburbs**
8. **Free Pick! Choose any of the Seven!**

Age and Gender

Roll 1d20+20 for your age, or pay 50 CP to choose. Your gender remains the same, or you may change it for 50 CP.

Origins

Homeowner: You enter into this world as you are, with little change. Except one. You now have a home, with a lawn, backyard and roof. And the Zombies are trying to get in! Thankfully, there's the Gloom and Doom Corporation's products that can save you!

CRAAZY!: You, Jumper, are CRAAZY! You saw the rise of the Zombies coming, and prepared! You've stocked up with your plants and seed packs, you'll save human brains from being eaten! Saucepan on head optional. Actual craziness also optional, but recommended.

ZomboSS: They laughed at you! They called you crazy! But you showed them all! You are a student or peer of Dr Edgar George ZomboSS, and your skills, like his, lie in the reanimation of human bodies. Your children will feed on brains!

Races

Human: Plain human, nothing to see here. Prime Zombie reanimation material.

Plant: You were created in a laboratory using concentrated sunlight and modified seeds. You are a plant, capable of photosynthesis, and so much more! Not a single Zombie will get to human brains while you stand!

Zombie: You are a shambling human corpse, with a ravenous hunger for Neuron-rich flesh! Raised by Dr Zomboss, you shall consume the humans' BRAAINS! If only it weren't for those worthless plants! But no matter! You will eat them too!

Perks

100 CP perks are free to their origins, all other are discounted to 50%.

General

0CP - Music: You have a tune playing in the background. It's a fun, quirky music, always pleasant and fun. You can turn it off, but why would you want to?

200 CP - Surreal Amicability: You have a way with people. A strange way, really. You can, at once an year, convince enemies to just... put their enmity on hold and maybe go to a party together, or maybe have a movie night.

This doesn't actually change their relations beyond whatever naturally happens in these events, and the physical states of everyone involved before and after the party are always identical, but it can be a nice bit of relaxation in between all the lawn invasions.

300 CP (Free for Plants) - Plant Body: You're a plant now! You have a plant's biology, complete with Photosynthesis and breathing out Oxygen. Oh, and you get 1000 PP for the Plant Form Designer below. If you want, you may pick any one plant from canon instead. Yes, the upgrades are also valid.

300 CP (Free for Zombies) - Zombie Body: You're dead! But maybe not. Un-dead, if you will. You're a Zombie now, a shambling corpse filled with hatred towards the living. Except when you're dancing with them. You gain 1000 ZP for the Zombie Form Designer Below.

400 CP - Genius!: You are an absolute Genius, with this perk! Your mind works tens, hundreds of times as fast as even the most clever of your fellows, excepting the true once-in-a-millennium genii like the one or two people in this world. You have an eidetic memory, and absolutely perfect recall, making sure you never forget anything. More than that, you are capable of wonders of science that would leave anyone around you gaping in awe.

Creating sapience is child's play, as is working with both Trees and Plants or human flesh, letting you make wonders and abominations. While you're rather far from being able to make things like either the Plants or Zombies used here, you could learn very quickly indeed, being clever as you are.

This perk is a capstone booster for each Origin capstone, and the interactions are listed with the capstones.

Homeowner

100 CP - Survivor: Not everyone can survive something like never-ending Zombie invaders. You now have the willpower to just keep going on, no matter what. It doesn't matter that the world is lost and you're the only person with his brains still in his head, you still won't give up. Your will is absolute, boundless and limitless, it may be attacked, it may be pushed, but it will always push back.

300 CP - Popping Rewards: You have a strange sort of luck. Events twist around you, moving in strange patterns, all seemingly colluding to help you survive. Whenever you need help the most, you find random people who can assist you. Not completely, mind you, but always just enough to give you a fighting chance. Whenever you kill an enemy, you find that they leave behind things. Maybe some money they had in their pockets before they were zombified, maybe some seeds that they had in their bellies from the plants they ate...but curiously, it's always just enough to help you survive the next rush. Maybe this perk is an example of this effect!

600 CP - Defender: The Zombies are coming, to eat your BRAINS! But you are not going to sit and wait for them! Thanks to your friendly local corporation, you have the tools to protect yourself, and thanks to this perk, you know how to use them! You become a master of Siege warfare. Specifically, of the defending side of it.

You gain an instinctive understanding of how to set up defenses, fixed or mobile or both.You know just how to build layers upon layers that supplement and reinforce each other, each contributing in their own way and never harming your efforts. More than this, you have a small degree of precognition as to knowing just where and how the next charge is likely to happen, always just about in time to do something about it.

Genius Boosted: Firstly, your abilities outlined take a giant leap, making you undoubtedly one of the greatest in planning such things. Your precog abilities are also enhanced, letting you have a glimpse not just of the where and how, but indeed, letting you know even the types of enemies you face.

In addition, you gain an interface remarkably similar to the game's interface in your mind, through which you can control and command your forces. At will, you can go into a trance and view the whole area you're defending, and giving you a perfect sense of just what parts have weakened and need defending, and what ones will stand yet.

CRAAZY!

100 CP - Already Insane: The kind of things that happen in this world, the knowledge you grasp and the horrors that attack lawns can drive anyone absolutely barmy, nutty beyond imagining. But not you. Never you. No matter what you face, what horrors or knowledge you encounter, you're already too insane to be driven any further. Your mind may not be the wall before which insanity breaks, but it is the whirlpool in which it drowns.

300 CP - Marketing: It can be tricky getting funding even for the best, sanest scientists! But you don't need to worry about that! No matter where or when you are, no matter what else s going on, if you make the good stuff, you get the Green. As long as you can make good, relevant products that are genuinely useful to the people around you, not only will they be willing to pay you for it, but they will somehow find the money. It might take a while, depending on the amounts you ask for, but no one will haggle.

Seriously, even in the middle of an apocalypse, you can still get paid for your stuff. But why are you asking for money in the middle of the apocalypse?

Because you're CRAAZY!

600 CP - Botanist: Ah, come on, you knew this perk was coming. You are an amazing botanist now. Not only do you have a comprehensive grasp of botany in the real world, but you also gain an extremely rapid understanding of plants of all types just by looking at them once. You can tell what their best conditions of growth are, how they could be enhanced and improved, all sorts of things.

You're also able to modify them, rather extensively at that. You have a talent for designing plants, making incredibly beautiful or sturdy versions, or even both.

Genius Boosted: You skills with plants are now the equal of David Blazing himself! You can design plants for all sorts of purposes now, including things no one has any business using

plants for. Biology, the Laws of Physics or Common Sense, nothing can stop in your way as you grant frankly ridiculous powers to your creations.

You could design Chillies that explode, Squashes that Squash enemies, or Cherries that Explodonate. More than than this, you're more than capable of giving them full and complete Sapience, so much so that they could go to college, even.

ZomboSS

100 CP - Terror: They mocked you, laughed at you! Now it is time, time for them to cower at your might! And they will. You are absolutely, mind-shatteringly terrifying when you want to be. At will, you may impose this effect upon people around you, selectively or uniformly. In an instant, you emit an aura that projects the true heights of your powers, or the depths of your depravity, or some other extremely scary thing about you into the world, and drives it deep within the minds of your targets. If you do not have any such attribute, it's just a general fear instead, but the effect is reduced and can be dispelled much more easily.

300 CP - Tireless: It can be expensive, running a prolonged campaign. And not just in money. People can desert, Zombies can be broken apart by the defenses facing them, even Robots can be destroyed. Fortunately, you have a way of enduring all that.

It's strange how it happens, but somehow, you always have the numbers to keep up the pressure. Maybe your Zombie minions came back with the parts of the fellows that you put together again, maybe your HR department is just *amazing*, but you can be assured that your supply of minions is vast, very nearly boundless. It won't ever be enough to *win* you any battles by itself, mind. Rather, the way it works is that you always have just about enough numbers for one more attack, one more wave.

600 CP - Reanimator: Ah, biology. You're good at it, good enough to be among the very best of them all. But in only one particular branch. That is, *Human* biology. Still immense possibilities there, but you can't compete with the luminaries of Zoology or Botany. But as far as humans go, you're intricately familiar with everything that makes them tick, every cure to every disease, every possible enhancement that can be pulled.

Not enough to make them supernatural, mind you, but enough to make you one of the finest Doctors in the world. And this is only the surface of it. Beyond, you know darker things, such as how to bring life back to the dead. Your abilities towards this are very much in their infancy, but given time, you could maybe raise a monster and make it ALIVE!

Genius Boosted: Your reanimation abilities go over 9000! You are now every bit the peer of Dr. Edgar ZomboSS himself, being able to almost effortlessly raise whole armies of undead. And

not just ordinary Shamblers, mind you. Rather, the corpses you raise retain the vast bulk of the skills they had in life, and are also intelligent enough to use them quite well.

Athletic Zombies can pole vault over threats, Football players scrounge up their gear and use it to make themselves ridiculously durable, so on and so forth. In future worlds too, any Zombies you raise have most, if not all of the skills they had in life, with an added ability to be very, very good at finding and donning suitable equipment and tools, regardless of how hard it may be.

Designers

You can convert CP to PP or ZP at 1:1, but not vice-versa.

If you took both perks, you can choose between being a Hybrid or getting two Alt forms out of this, but you can't convert PP to ZP or inverse in either case.

If you already have a Plant or Zombie form from elsewhere, you may import it at no additional cost.

Plant Form Designer

Free and Limited - Mobile: Unlike other plants, you don't need to stand in one place, but can instead move like any other being. Only comes into effect after the jump is over.

100 PP - Fast Recharge: You can heal from injuries very, *very* rapidly. A normal bite from a zombie is gone in seconds, while deeper wounds take more time, but if it doesn't kill you immediately, you can heal from it in less than five minutes. This also lets you recover from spending any kind of effort twice as fast as normal.

100 PP - Sturdy: You're tough. Very, very tough, like a walnut but tougher. You have roughly the same durability as high-strength steel, if not a shade tougher, all the way through.

200 PP - Productive: You have the ability to gather energy from your surroundings, and yield it in the form of neat packages that can be used for all sorts of purposes. In this world the energy is sunlight, but in the future it can be anything from Magic to Ki to whatever. Your rate of production doubles with every purchase of this perk.

200 PP - Projectile: You have a projectile weapon as part of you. Maybe you can fire peas, or maybe you can fire cactus spikes. Whatever it is, with every purchase of this perk you can either add another weapon or double the firing rate of all weapons you have.

400 PP - One Hit: You are designed to be a very, very hard hitter. No matter what kind of Zombie you face, you can take it out in one hit, being like the Squash or the Chomper, or maybe you grow chillies on you. In any case, you take a while to recharge from this, depending on just how much damage you do. If you can take out one Zombie, you could recover that in a minute, but if you freeze or burn entire masses of them it takes correspondingly longer.

400 PP - Universal - You are a very, very versatile plant. You can be planted in the soil, in the water, you can even be placed on the roof! Beside this, you are very, very hard to kill, like a weed. You can survive all sorts of herbicides and defoliants without even noticing them, and can extract just about enough nutrition to survive from *anything*.

600 PP - Support: Part of you is designed to let other plants grow on you. You are capable of sharing your benefits with them, and they may be either your companions or any plants from canon barring the boosted ones. You may pick one plant per purchase of this design.

600 PP - Multiheaded: You have two heads now! Or maybe three, maybe more still. However many you have, each of them benefits separately from each design you buy here. Enjoy being even more of an abomination of science!

Zombie Form Designer

100 CP - Tough: You're tougher than you look, a lot! Maybe you picked up a traffic cone, or a bucket. Maybe even a screen door! The point is, it takes several times the hits it takes to drop one of your fellows to knock you down. You're just the toughest!

100 CP - Sneaky: Your form is small and dextrous, letting you pass unnoticed past defences, penetrate security layers with ease. Unless there's something specifically designed to oppose you, you'll likely slip right past all the plants!

200 CP - Flexible: You're not limited by the constraints of your half-decayed body anymore! Like the Pole Vaulting Zombie, you're tall and flexible, capable of great acrobatics. Your flexibility leaves even the greatest athletes, and winning gold at the Zombie Olympics is practically a sure thing for you.

200 CP - Fast: You're quick! Not like the others, moving and stumbling all the time, you can move almost thrice as fast as the average Zombie, covering long distances in the blink of an eye!

400 CP - Tool User - Not just another ordinary shambling corpse, are you? You retain most of your skills from your life, and can use them in your quest for BRAAINS! Maybe you were a miner and can dig under the plants now, or maybe you were a football player and can charge lawns and backyards with the same effectiveness that you used to charge fields with. Or maybe you can drive. Whatever it is, it makes you much more effective than your fellows. You're the Zombie elite.

400 CP - Foul Arts: Being a Zombie makes Necromancy ever so easier! You find that through the expression of some sort of art you're capable of, or maybe some spell, you can raise several fellow undead. They aren't much to write home about, being weak shamblers of the worst sort, but they can soak up damage and protect you from it. And you can keep raising them every few minutes, building a mini-horde of your own!

600 CP - Gargantuan: You're big, big like a small house. You can use telephone poles as handheld weapons, and are correspondingly tough. You can also carry one or two other Zombies at your back too, and throw them great distances.

600 CP - Body of the Dead: Brains are sure tasty, aren't they? They have to be, for you to be interested in them. Not like you need them anymore. Your form doesn't need any sustenance anymore, capable of continuing endlessly just on the dark will animating you!

You do not lose any of your abilities, no matter how long it's been since you got some good grey matter in your tummy.

Items

100 CP perks are free to their origins, all other are discounted to 50%.

General

50 CP - Almanac: An Almanac filled with cards for some reason, made in the Plants Vs Zombies style. It has a card for literally everyone you have ever met, along with a picture, their name, and some basic, somewhat humorous information. Updates itself automatically, can provide useful tips about people too.

50 CP - Money: You have $50,000 in an untraceable account in a bank that's somehow still functional. You get the same amount every month. The account follows you, and you can add more. Comes with currency conversion to brains, seeds or whatever may be used as currency in setting.

400 CP - Tree of Wisdom: You have a Tree of Wisdom of your very own! This is a big tree, and a bigger eater, but the greatest thing about it is it's wisdom. While it can survive easily on

just the normal nutrition it gets from the soil, it can only ever grow through special food. Upon being fed, it will reveal information it has gained through communing with nature.

This will always be good, useful information, highly relevant to whatever interests you're pursuing at the time. But never something that you couldn't *really* have found out for yourself. On average, a tip from the tree will give you stuff that you could have found with maybe a month's careful investigation in the local world.

After this jump, the plot the tree stands on becomes a warehouse attachment, and you gain ten bags of its food every year.

Homeowner

100 CP - Solar Panels: A set of solar panels that you can set out in the open, these gather the power of the sun and release it in easy to use packages, that allow you to set up your plant defenses much faster!

Beyond this world, these continue to work, and the sun packages enable any and all plants you have to grow at massively enhanced speeds, with even the slowest growing trees reaching fruit-bearing age in days at most with a regular diet.

300 CP - Zen Garden: This is a Zen Garden, or an Indoors garden, in different terms. You can place cuttings of any plants in here, and be assured of it achieving maximum growth! They don't need water or food or anything to survive, not really. While they cannot grow without fertilizer and regular dosages of water, they can survive indefinitely even if you never look at them again.

But you should feed them and water them all the same, because they pay you for it! You get steadily increasing amounts from them as they grow, in proportion to how rare or valuable the plant is. But once full grown even the most common plants give you the equivalent of $1000 every time you water them, and the same for every insecticide spray, bag of fertilizer or few minutes of music.

The plants will let you know when they want any of these, you don't get a continuous flow if you keep it running.

600 CP - Neighbourhood: You didn't think you'd have to leave all your efforts behind, did you? You gain the whole neighbourhood you have so painfully fortified. Ten houses, each with a lawn, a backyard, and a roof are now yours. You also gain a complete collection of all seed packs, which will always be enough to fortify this neighbourhood, although the plants will die if planted anywhere else.

Alternatively, you may instead get a mansion with a lawn equal to ten lawns, a backyard and pool equal to ten pools...you get the idea. The actual building and the interior are left up to you, but they can only be mundane things barring items from this world.

CRAAZY!

100 CP - Saucepan: This is a saucepan, uniquely suited to be worn on the head. It looks rather silly, but has the unique effect of making you completely invisible to the senses of the undead.

After this jump, you may choose for it to be a more traditional piece of headgear at no extra cost.

300 CP - The Car: This is your very own car! Not a particularly fancy model, this is an average american vehicle, although the fuel does seem to never actually run out. The most interesting thing about this car, though, is the boot, which is actually a full-fledged shop! You can place anything mundane you want in here, and find that it replicates it infinitely, always having enough stock to satisfy any number of customers.

As for magical, super-science or other advanced items, the car's systems have trouble replicating them, so they restock far slower. The more advanced/powerful the item, the slower it restocks. Something like an HP wand would take a month, while the One Ring would take years.

600 CP - Corporation: Your very own corporation! This company has the labs and production facilities to make anything you're capable of making yourself, and does so at a steady pace. While it doesn't really have comprehensive market penetration beyond a subdivision or two, it's in prime position to expand, and you get a fat chunk of all the profits, or which there are a lot more than there normally should be for a company this size.

Far more relevantly, you gain detailed schematics and instructions to make each of the company's products, including the fertilizers, all plants and the Zen gardens. The sole exception to this are the details on making the Tree of Wisdom. Zombies ate the brains of the techie who was maintaining that file.

ZomboSS

100 CP - Notes: You have a post-it pad. You can use it to write notes that will make their way to whoever they're addressed to, no matter how far they may be or what protections they may be behind. Can never run out.

300 CP - Zombot: This is the Zombot, an enormous robot which can be piloted by you or anyone you designate from the controls in its head. It's enormously strong, easily capable of lifting small vans and tossing them about, and has significant Pyrokinetic and Cryokinetic powers.

Finally, this robot is also very light, easily capable of standing on the roof of your average suburban house without causing any significant damage. Unless you want to, that is.

600 CP - Horde: Your beautiful Zombies! You didn't think you would need to leave them behind, did you? If you did, fear not! They come with you, each Zombies of each and every type seen in the game.

You have enough of each type that you could lay siege to a neighbourhood using just them, and you know how to make more too!

Companions

50/300 CP - Import: For 50 CP, you get 600 CP to spend on a companion. You can import one from your previous adventures or create one now. You can take multiples of this or eight companions by paying 300 CP.

Drawbacks

100 CP - Reset: All your plants wither away between different onslaughts, being able to take three-four waves of Zombies at best. You must reseed your lawns multiple times a day. Zombies find their hordes similarly devastated, forcing you to wait before being able to build up waves.

100 CP - Nightstalking: Huh. This is strange. And problematic. Wherever you are, it's always night here, 24x7x52x10. Fog covers half your lawn, graves keep popping up everywhere, and Sunflowers and Sun-Shrooms are your only supply of solar goodness. Oh, and you get the full battery of Zombies too. Why would they be limited? Fairness?

Oh, and if you're a Zombie then it's a cloudless noon all the time, and the defenders get three times their normal sun.

300 CP - Minigames: Instead of the expected siege and tower defense, you need to defend your house in increasingly strange ways. Sometimes you find an endless supply of walnuts and need to go bowling, other times you have vases appear in your lawn out of nowhere. Whatever happens, you must keep the Zombies from EATING YOUR BRAINS!

And expect it to be challenging, too. Walnuts may be unlimited, but they come really slowly, Zombies vastly outnumber plants when it comes to vases, and so on.

300 CP - Interference: Normally, plants set on the frontline can instinctively and flawlessly evade the moves from those behind them, letting the Zombies take it all. But this drawback removed this ability, and you must plot your defenses accordingly. If you're on the other side, Zombies are similarly affected, no longer being able to occupy the same space as their fellows.

600 CP - Proper Experience: What's this? Zombies reached your house but you went Super Saiyan and blasted them all to nothing? No, no, no! That won't do at all! All your out of jump powers are sealed, the warehouse doesn't open, and you're forced to work with what you have in this world alone.

600 CP - Endless: Normally you could get a respite if you face and beat down enough zombies, could even get them to chill out and shoot a music video with you.

Now there is no such possibility. The Zombies will keep coming, relentlessly and endlessly. They also observe your defenses and learn from them. Dr Zomboss does not magically become Super-capable at reverse engineering everything you do, but he's already a genius, so expect massive improvements and adaptations from the Zombies.

Choices

Stay: Huh? You like this world? Very well, stick around, keep blasting those Zombies. Maybe you'll reclaim the Earth yet. Or consume the last remaining BRAINS! All your affairs back home are sorted out for you.

Go Home: Boring Never happening Option #2. Back up and go back to your original world with all your stuff and powers!

Continue: The one we both know you're actually picking.