

8-BIT THEATER

JUMPCAIN COMPATIBLE CYOA

In an unnamed fantasy world with three large continents, the world's elemental powers are determined by the state of four glowing orbs, each governing one of the four classical elements: earth, fire, water, and wind. About four centuries ago, a group of people known as the Lufenian used the wind crystal's power to craft a giant aerial station and airships, and watched their country decline as the wind crystal went dark. Tiamat the fiend of wind, waged a battle against them, taking—wait, never mind this isn't that world at all.

It appears jumper that you've landed in a bizarre satire of the world described above. The world's elemental powers are still governed by glowing orbs but the physics and metaphysics function off of some odd mish-mash of common RPG rules and logic, much of which can be attributed to the whims of the all-powerful wizard known as Sarda. You will be arriving one week before three psychopaths and one idiot, collectively known as the Light Warriors, begin their misadventures. Take these **1000 CP** to aid you on your travels.

Origins: You can buy a background here if you want to have some memories of a life lived here, along with the contacts, friends, and enemies that would come with them. You may pay 50 CP to choose your age and sex, or you can keep your sex and roll for your age. Otherwise **roll 2d8 + 20** for your age.

- Drop-in (Free)
 - o You don't want a history in this world? Perfectly understandable. Don't worry I have a class that would suit you.
- Black Mage(100 CP)

- You're a licensed practitioner of Black Magics having graduated from Mage School.
- Thief(100 CP)
 - Whether you studied under the Elves, King Steve, or another low-life you are a true master criminal. Grift, theft, blackmail, and legalese are all old hat to you.
- Fighter(100 CP)
 - You attended Fighter's Camp back in '86 because you liked swords and next thing you know you're apprenticed to a master swordsman.

Locations: **Roll 1d8** or pay 100 CP to choose

1. Corneria: An idyllic fantasy city led by King Steve. Who is, pretty soon, going to flush it down the toilet, burn most of its forest, and start 'drilling for mana'.
2. Temple of Fiends: A cozy little castle home to dreadful and evil Garland. He rules here with an iron but caring fist. Come right in, he's a pretty great host.
3. Prontera: The capital of the Rune-Midgard Kingdom, founded by exiles from its bordering city Corneria. Lots to do, many ways to level up. There's a cathedral, a knight's guild, a park. And there's the Great Annual Arena Tournament that attracts warriors from around the world. The Light Warriors are going to get this place completely obliterated soon.
4. The Port Town of Pravoka: It's got a port. You know, for boats. Also pirates ravage the place half a week after the jump starts leaving it a ghost town.
5. Elf Land: "We are a race of total bastards." The ancient and scenic home of the Elves, and one of the most technologically advanced nations. Being a human here is a crime punishable by death. In fact, most of the crimes here are punishable by death.
6. The Dwarf Kingdom: Home to the hearty race of dwarves and the location of the Earth Orb. The Light Warriors are going to systematically wipe out most of the towns and people.
7. Onrac: A town filled with resilient, kind-hearted people. Will be destroyed at least thrice by the Light Warriors and the Sage Sarda.
8. ~~Criminal City~~ Free Choice!

Perks: All perks under your origin are discounted 50% unless otherwise stated.

- General
 - (Free for All) Player Character
 - You have agency in this world. Along with a personality and the ability to make decisions you also function much like a PC in a game. Leveling up your stats and abilities through violence and quests and gaining loot from monsters and chests. Additionally the universe will endeavor to get you into trouble via plot hooks, side quests, and random encounters. This functions only in this world.
 - (100 CP) The Brick Joke
 - You can set-up the perfect Brick Joke and follow through. As long as you've got the joke in mind you can work diligently for years. Any joke that takes longer than a year is guaranteed to kill it too.
 - (200 CP) White Magic
 - You're a member of the Church of White Magery and can learn the magical healing arts. Comes with the basic set of spells: Cure, Protect, Dia, Blink. You'll be able to find more in jump.
 - (200 CP) Black Belt
 - Having trained in the ultimate fighting style of Wu Xia you've developed quite the ability in the martial arts. Well sort of, your dojo mostly just taught you how to beat your opponents senseless.
 - (300 CP) Barry's School of Arch-Villainy
 - There's just something about the way you approach the whole evil business that gets people to lower their guards. The more affable you are the less people will take you over the top villainy seriously. You can dress like Sauron's edgier cousin and call yourself Genoscythe the Eyeraper but as long as you're doing it while handing out fresh baked cookies with a kitten propped up on your shoulder most people will look past it.
 - Alternatively, you may also flip this power at your will. If you so desire you can have people believe that you are the most dastardly villain alive, regardless of your actions or general manner.
 - (400 CP) Buds 4-Eva
 - The Power of Friendship! Or what counts for it in this world anyway. Your allies might hate one another, make constant attempts on each other's lives and pride, continually sabotage their plans, hopes, and dreams, but for whatever reason they'll manage to find excuses to keep hanging around each other.
- Drop-in (Red Mage)

- (200 CP) Red Magics
 - The perfect skill set for an interdimensional multi-tool such as yourself. You can do a little bit of everything. A jack-of-all-trades, master of none sort of deal. You can use much but not all of both Black and White Magic and possess fighting abilities that approach but don't equal the Fighter's.
- (200 CP) Power Gamer
 - You have a knack for min/maxing. You know how to creatively ~~abuse~~ use the powers you have to their fullest potential, and what and what not to focus on in the future to achieve your desired build. This grants a boon to your creativity and statistical analysis.
- (400 CP) The Rite of Stat Swap
 - The most hallowed and powerful art know to your secret cabal! You can temporarily alter your own stats by channeling points from one of your attributes (Int, Dex, Str, Con, Cha, Wis) to another.
- (600 CP) Nintendo Power™ Gamer
 - Once per day you may summon four random high level White Mages for up to fifteen minutes. They'll help you fight your foes and will heal you and your allies, and unlike actual White Mages these function much like summons from, say, a game, meaning that they'll ignore their various oaths and help you attack regardless of the opponent or cause.
- Thief
 - (200 CP) Thievery 101 (**Free for Thief Origin**)
 - You're a capable thief and not half bad in a fight. You specialize in not getting hit, sneak attacks, and, of course, running away.
 - (200 CP) Legal Mumbo Jumbo
 - People will generally hold themselves to whatever contracts you can get them to sign, even the stuff you sneak into the fine print. With a little bit of ingenuity and a whole lot of amorality you can get pretty far with this.
 - (400 CP) No Questions Asked
 - Something about you just screams, "I am not the criminal you're looking for," even when everything about you screams, "I am definitely a criminal." In other words people generally don't associate you with crimes even when they associate you with crime. You can fleece a man for his belongings, come back the next day, and sell him his stuff back. As a rule you can pawn just about anything away and make it look legitimate. Your confidence and charisma just seem to make others act more gullible around you.
 - (600 CP) Everything Not Nailed Down Or On Fire

- You can rob a man blind. Literally! Well, maybe. You can, however, definitely rob a house down to its foundations and can outright steal the clothes off of a man. When in the process of theft you are near impossible to see and incredibly quick. You could walk through a castle surrounded by guards and still manage to strip the gold paint off the walls, bundle up the paintings, and stash the loot without notice.
- Black Mage
 - (200 CP) Black Magics (**Free for Black Mage Origin**)
 - If it's magic and involves killing or destruction then you're just all over it. Comes with the standard Fire, Thunder, Blizzard et al. Unlike similar ~~intellectual properties~~ universes and very much like others there also some spells along the lines of Magic Missile, Lorloveim's Creeping Shadow, Mordenkainen's Celerity, etc. That said, as a rule your magic has few, if any, constructive uses.
 - (200 CP) Token Evil Teammate
 - Can you even be the token evil teammate on a team of sociopaths? You can with this perk. People are generally more forgiving of your darker impulses and maybe-slightly-psychotic ways. As long as you're useful and nominally on their side, people will be willing to overlook a great deal, treating your glaring flaws as quirks in most cases. However this power functions on a sliding scale, the more righteous and decent a party the less room you'll have to go wild. The Justice League won't let you get away with actually nuking Gotham, but they'll look past your constant suggestions to do so.
 - (400 CP) Non-Euclidean Geometry
 - Your mind is capable of understanding the most profane and obscene realities and truths. This ability has come to be reflected in your body as well. Your face can drive lesser men insane and your eyes glow with the foul burning light of madness. After this jump you can turn the physical effects of this off.
 - (600 CP) The Power of Love (**Requires Black Magic**)
 - Are you so desperate for power, Jumper? So willing to cross the line that defines man and demon. To manifest the abominable! To step boldly into unfathomable chaos!? To leap willingly into Perditio—What? Yes. Yes, you are? Oh. Allllright. You now possess the power to fuel your spells with the most powerful force in the universe, Love. This will amplify your magic by several orders of magnitude, turning a fireball into something closer to a nuclear explosion. That said there is a dreadful price, every time you call on this power, you **permanently** reduce the amount of love in the entire universe. All

love. Romantic, familial, platonic. All love. Reduced permanently. Forever.

- You may only apply this power to your Black Magic.
- The decrease in love is noticeable. I think the divorce rate goes up every time you use this metamagic.

- **Fighter**

- (200 CP) Sword Stuff (**Free for Fighter Origin**)
 - You've been trained in Vargas' Zodiac Kenshido. A variable style of sword play that allows you to fight on par with many of this world's monsters and supernatural threats. Your training has left your body hardier, stronger, and faster than most.
- (200 CP) Family Circus
 - No, this doesn't make you find Family Circus funny. I wouldn't do that to you. This ability allows you to maintain a cheery attitude in the darkest of times and places. You're a well-adjusted individual, even when surrounded by the world's worst people on a suicidal hopeless task.
- (400 CP) Hard Headed
 - It's not that you feel no pain; it's more that you've forgotten how you're supposed to react to it. In addition to being able to power through pain you are generally a much hardier individual.
- (600 CP) You...Blocked?
 - You have truly mastered the way of the sword. On top of being a terrifying combatant and master of the blade, you can block *anything*. Physical attacks, fall damage, magic, encroaching feeling of ennui regarding the inescapable mortal coil; as long as you see it coming and have time to react you're good. Not sure about that last one though.

- **Items**

- Class Appropriate Outfit (One Free for All)
 - An origin specific outfit that fits comfortably over whatever armor you may be wearing. Will reappear in the warehouse should it be destroyed. Drop-ins get a Red Mage outfit.
- Loot Bags (100 CP, Free Thief)
 - Two bags that grow to match the size of what you put inside.
- Character Sheet (100 CP, Free Drop-in)
 - A character sheet that accurately lists your stats and feats.
- Sword and Armor (100 CP, Free Fighter)

- Standard sword and armor. You will almost certainly find better in your travels.
- Money (50 CP)
 - A healthy sum to begin your adventures.
- Potions (50 CP)
 - Five all-purpose healing potions.
- Armoire of Invincibility(50 CP)
 - A very heavy, possibly invincible armoire. The bottom is made of cheap particle board.
- Amnesia Dust (100 CP)
 - A bag of actual amnesia dust (not talcum powder) that replenishes weekly. When blown in someone's face the powder makes the target forget a period of time equal to the quantity used.
- Healing Shivs (150 CP)
 - Stab a man better! These healing shivs work much like a healing potion in that they heal critical injuries and wounds. They also function much like shivs in that they are crude knives.
- Sword-Chucks (200 CP, Discounted 50% for Fighter)
 - Like nunchuks but with swords. The important thing to remember about sword-chucks is that they almost as much a danger to you as they are to your enemies. However, with training and good armor, you can be chuckin' swords like nobody's beeswax.
- Deathtrap (300 CP)
 - An almost functional airship. Can always get you in the air and will inevitably get you down. Reappears in the warehouse after it breaks.
- Companion Import (50 CP/300 CP)
 - Start your very own adventuring party with companion imports. 50 CP each or 300 CP for a package deal of 8. Imports get an origin for free and 200 CP to spend.

Drawbacks: You may take as many as you dare but may only gain a max of **600 CP**

- +100 I like swords
 - You are an idiot. A clod. A doofus. Sometimes you forget to breathe. Worse than that, you are a surprisingly verbose numbskull. Your mouth and your inability to understand context clues will loudly announce to the world just how very, very stupid you are.
- +100 Socially Inept Morally Bankrupt Violent Little Man

- I'd say you don't have a moral compass but it's more that yours point directly to 'Ludicrously Evil'. You delight in any and all violence but prefer it to be senseless and excessive. This is not a clever evil vizier type of evil either. You have no concept of subtlety. Everyone will know how evil you are.
- +200 Spatially Displaced
 - You make Ryoga Hibiki look like Marco Polo. You couldn't find your way out of a bathroom stall and gods help you if you encounter a hallway. Be warned, unlike Black Belt you actually have to pay attention to the laws of physics, meaning that if you do get so lost that you run into yourself (a distinct possibility) then the resulting paradox will end your chain and possibly break causality.
- +200 Genre Blind
 - You are entirely convinced this world follows certain tropes and will remain convinced regardless of any and all evidence to the contrary. You will base all of your decisions on this belief. Roll **1d4** to decide your fate! You are:
 1. positive this is a **Lifetime Original Movie**
 2. certain your trapped in a **Psychological Horror**
 3. utterly convinced that you're a **K-Pop Idol**
 4. sure this is actually a **Spanish Soap Opera**
- +300 Plot bound
 - Hoo boy, this isn't going to end well. You are now bound to the plot of the comic and its main characters. No matter what you do, you will never be able to escape them. Killing them will give you a few hours of respite and in the case of Black Mage might result in the apocalypse. Don't expect to get away with hiding in the bushes with White Mage and Black Belt either. You're going to have frequent interactions with each and every one of the main cast, whether you like it or not.
- +300 So Close, Yet So Far
 - Your entire jump is going to be nothing but pointless build ups toward pay offs that never happen. Nothing you do will have any lasting effect. Nothing you attempt will ever result in improvement of any kind. No power you gain, no skills you improve, no relationships you pursue. Nope, if you don't die during this jump you can entirely certain that you'll be leaving it with literally nothing but what you came in with and what you bought here.

Ending: Having survived ten years here you may choose between three options

- **Home:** This world has finally broken your will to adventure. You may return home with all your items and powers the moment that you left.

- **Onward:** Your adventure continues.
- **Stay:** Good God, why!? Well, if you're certain you may choose to spend the rest of your days here. Your friends and family will mourn you but move on and your affairs will be taken care of.

Notes:

- You will never out-stupid reality.
- Ascending to omnipotence or general godhood here at any time will be counted as a decision to stay.
- Made by McNinjanon