

Comedy CYOA (Jumpchain Compliant)

By... no idea, found it on pastebin

Welcome, Jumper, to a world not unlike your own. The only difference is that comedians are much more respected. You will be one of these comedians. With all of your powers and skills, are you able to conquer the comedy world? Let's see.

Oh yeah, I doubt you're skilled enough in comedy to conquer it right now, so here's an allowance of

1000 CP

Spend it well.

Location:

You may start anywhere in a first world country for free.

Identity:

Roll 1D8 plus 18 to decide your age and your gender remains the same, or pay 50 CP to decide both of these.

Drop-In (0):

What... what happened last night? You don't have any memories or life from before this jump.

+Dabble. Do what you want in any of the other ways of comedies without it seeming weird.

+More variable fanbase. You could have loyal fans, more fans, or anything in between.

+No Memories clogging up your decisions.

-No memories giving you the benefit of experience.

-You can't excel significantly at one form of comedy without practicing the others.

Improv (100):

You are an improviser. You know a whole lot of games and are very skilled at coming up with ridiculous stories on the spot.

+Often considered the funniest form of comedy.

+While there are fewer improvisers than most types of comedians, they are very sociable and nice, and will likely help you in games.

-+Very small fanbase, however they are very loyal.

-Less moneymaking than other types unless you're really good.

-Less opportunities.

Skits (100):

Whether straight man-funny man or funny man-funny man, it's one of the oldest forms of comedy.

+Easiest to find the formula of.

+Many opportunities.

- +High opportunity for teamwork.
- High expectation for teamwork.
- Very easy to sell out.

Let's Player (100):

The internet's a new medium. So are video games. Combine the two, and you get let's players.

- +Variable sized, fanatical fanbase.
- +Don't have to be skilled. If you yell into a microphone, people will still like you.
- +If you get really good, you can have famous people on your channel.
- +Anyone that knows of Let's Players either hate or love them.
- Little respect from other comedians.
- Less generally skilled in comedy than other comedians.
- Not a whole lot of money.
- Must take copy cat, but still gain 100 CP.

Content Creator (100):

You do something productive. Whether it's writing comedic books, writing comedic songs, or drawing comedic pictures, you create things.

- +You can influence people with your creations.
- +Your creations may be remembered for ages if you're good.
- +Loyalest and largest fanbase.
- Much higher skill requirement.
- Low frequency of content.

SKILLS AND PERKS:

Realistic (100): Free Drop-In

You are very skilled in adapting true stories to funnier, more realistic stories. This might help with all the supernatural things you've done, and it helps with all of the stories that have actually happened that people wouldn't believe.

Quirk (100): Free Improv

Colin Mochrie has baldness, Ryan Styles has his nose, shoes, and tallness, Wayne Brady has blackness. All of these improv icons have some type of quirk that others, and they, can easily make fun of. Guaranteed not to be something you're sensitive about.

Laughter Suppression (100): Free Skits

You are a funny guy, so sometimes, you say things that make you laugh. Not anymore. Now, even when your partner or you makes a hilarious joke, you won't bat an eye in an audience.

Smooth Voice (100): Free Let's Player

You've got a voice as smooth as chocolate. You could talk for an hour and no one would mind.

Creative (100): Free Content Creator

What if three people's names were Who, What, and Idontknow? You know comedy, and you can figure out just what was comedic about it and how to make it funnier.

Funny Sense (200):

You have a sense for what stories would be funny, and what would just be sad. Not sure whether to tell this story of when you were storming a dungeon? Well, now you will be.

Exasperation (300): Discount Drop-In

Whether it's the sound of your voice or your choice of words, you can perfectly communicate your annoyance.

Formal Training (300): Discount Improv

You had some type of formal training in your choice of methods of comedy.

Large Comfort Zone (300): Discount Skits

You have a nearly all encompassing comfort zone. While there are certain things you won't do, like murder, or even anything particularly disgusting, you are more willing to do most things. Don't like making jokes about rape? Not any more!

Screaming (300): Discount Let's Player

Who says you have to be funny to be a famous comedian? Not me! With this, so long as you have fun, people will find you to be funny. You might get some flak, but they're just taking things too seriously, right?

Editor (300): Discount Content Creator

You are very skilled in editing your videos or sets. Adding just the right edited in words at just the right moment comes as easily to you as breathing.

Offensive (600): Discount Drop-In

You can make any joke about any subject and no one but the most radical of SJWs will be offended. Making jokes about raping babies? The audience explodes with laughter.

King Of Funny/Straight men (600): Discount Skits

You are the king of one of the classic styles of comedy.

If you're a straight man, you can't be bothered by the funniest things and can set up jokes with the best of them. Equivalent to Bud Abbott.

If you're a funny man, you can make jokes that are incredibly funny and are better at working alone than the straight man. Equivalent to Lou Costello.

Either way, you can spend an extra 300 CP to give the opposing skill to one of your companions. You are able to work intrinsically with each other.

Can only be bought once.

Adaptation (600): Discount Improv

In a seconds notice you can change and make jokes to suit the current situation, despite how odd it might be. If someone likes to eat people, you've made up a joke for that in less than a second.

Repetitive (600): Discount Let's Player

You can repeat the same joke, over and over again, and so long as you make it sound a bit different, people will laugh at it. You make a really good joke one day but can't just repeat it without sounding desperate? Repeat it as much as you want now. True comedians might not like you as much.

Aware (600): Discount Content Creator

When someone thinks of comedy, they think of you. You will know the true meaning of comedy, to a science. You have deep views into the hearts and minds of man, and will be able to share them clearly and concisely with your audience. George Carlin would envy you.

Companions, Items, & Gear:

Money (50):

Ten thousand dollars, smackaroos, or whatever else you'd like to call it. Not very special.

Editing Tools (100):

You have the basic tools to edit any comedy act you plan on performing, from a pencil and eraser, to high tech editing software, you'll never find yourself being unprepared with your creations.

Import (200):

Want to give your companions a history in this world? With this, you don't have to worry about people wondering why these weirdos are helping that famous comedian with his bits. They will each get your background, unless you're a drop-in, in which case they get a random assortment of backgrounds.

Props! (300):

A bag of a little bit of everything. Any prop that you might want will come out of the top at just a thought.

Assistant (400):

Someone to help with those multiple person acts. They'll be a little above average in every form of comedy, and will never be bothered by anything anyone does. They're cool, efficient, and detached. Appearance and gender can be decided by you.

Joke List (500):

Every funny joke that you ever made up, right in this book. You ever think of a funny joke and not remember it the next morning? If you look through this book, you'll find it.

DRAWBACKS:

Copy Cat +100:

You are accused, whether correctly or incorrectly, very frequently of copying another comedian.

Racist +100:

You don't like other races, it seems. While you may be able to avoid putting it in your work, you'll still be a PR nightmare, and I hope you don't have any fans of other races.

"Mysoginistic and offensive" + 200:

You know how they say comedy has no limits? Well, regardless of whether you believe in that or not, no one else does. Comedy should not offend anyone, and if it does, that's your fault. Hope you can tell a mean kiddie joke.

Chronic liar +200:

You don't really care for the truth. You will tell lies that are not very good. These might initially make you look better, and makes for some funny stories, but, eventually, it just trickles all but the loyalest fans away.

Adam Sandler +300:

You are widely regarded to be way past your prime. Some still cling to your old fame, however on the whole you are disliked. Don't expect to conquer the comedy world anymore.

Callouts +300:

You don't make fans, you don't make friends, you call people out on their bullshit, existant or not. Expect politics to seep into your jokes and "satire" to poison your works. Yeah, you won't just call out people that deserve it, you'll call out Ghandi for not shelling out every penny he had just to feed someone's drug addiction.

Rival +300:

Are you sure you want to take this? You get a rival who has all of the 600 point perks, and will use them to ruin your life, or at least ruin your comedy career. They're immortal to your antics, and will use any time you attack them to call you a freak. The only way for you to win is to be funnier.

ENDING:

So, you've finished the 10 years when you had virtually no chance of dieing? Good job, I guess. Regardless, you have 3 choices. Regardless of the choice, all drawbacks will be revoked, and you'll keep all skills.

The Last Joke:

This is it. All this made you miss the laughter you had with your loved ones, so you decide to go home.

Comedy Never Ends:

Maybe you didn't conquer the comedy world yet, maybe you didn't do what you set out to do, but regardless, you will live the rest of your life in this world.

The Next Act!:

Why would you stop? You may have a newfound respect for comedy, but you can't just abandon all of these adventures. You'll have more jokes to tell with these stories, anyway.