

Bobobo-Bo-Bobobo!

The Jumpchain
v0.1

by Megamage

Welcome jumper to Bobobo-Bo-Bobo, where acting is a valid fighting idea, people with superhuman abilities fight using nose hairs, and the main antagonist are people who want the world to be bald...or just to dominate it if the coup is successful. In this jump you will be placed in the anime series, the dubbed version just to make things clear, and are tasked with surviving until the 76th and final episode of the series.

Take **1000 Choice Points** to integrate into the insanity that is this show.

Starting Allegiance

Okay, so let me start by saying, Bobobo-bo-bobo is a show that is always traveling from one set piece to another, and so the Plot of the show keeps them moving. Since you're meant to take part in the show, no behind the scenes actions allowed, so instead you get a starting allegiance, yes it can be changed during the jump, but only once. No Alpha legion triple traitor stuff here. To do this either flip a coin (I won't decide which allegiance get's which side.) or pay **50 CP** to choose freely.

Rebellion of the hair keepers

You are a part of the main cast and will appear with Beauty, and Bobobo in the first episode. With this allegiance you'll be easily accepted by those wishing to fight for the sake of all hair everywhere, and Bobobo will prioritize you last when It comes to being a meat shield. if he attacks you at all

Hair hunter

You are a hair hunter who may or may not be bald depending on your rank. If you choose this you are in the chrome dome castle. with this allegiance you are an important person in the Hair hunting society, be it an up and coming troop, well on their way to becoming a great obstacle for the Rebellion (drop-in), An already notable member of the troop whose got minions of a fantastic fighting technique (Wiggin specialist/Super Fist user), or a secret weapon summoned in to shake up the series once and for all. (Power channeler)

Age and Gender

Age and gender, well you keep the gender you came in here with but as for age...roll a d6+14 or spend **50 cp** to choose both freely.

Origins

Drop-In [Free]

You are a strange one aren't you? and I don't mean that in the way the people here are, I mean that in the way you seem to have no recollection or personal experiences with this world. Still maybe that's for the best, as an outsider may tip the scales of balance into whatever direction you'd prefer.

A Super fist user [100 CP]

Okay, so you've got a special power, ability or physical attribute that you've honed into what some would call an improvised weapon, and what other Super fist users would call attacks of great power.

A wigin specialist [100 CP]

I see, your one of the many wigin specialists who roam the lands employing strange and esoteric techniques in order to get stronger. Actors, and madmen are the most common perception of your kind and it's not unwarranted.

Power channeler [300 CP]

.....Well this is interesting. apparently you don't have a regular super fist capabilities but instead are linked to an entity of greater power than you, allowing you to use a super fist adjacent power.

Race

Human [Free]

You are one out of possibly hundreds of other Humans, you've got all of your basic stuff, opposable thumbs, legs meant for walking prey to death, hair (okay maybe not Hair if you throw your lot in with the Chrome Dome Empire.)

Sentient Animal [200 CP]

You are an uplifted animal, with the mind of a man, and the body of whatever humanoid version of an animal you are, you should have some advantages that normal men don't.

Living Food/Object [100-300 CP]

You are either a living food person, or a living object person..this affects how you live, fight, and relax as normal comforts may be deadly to you, and some uncomfortable/lethal things to normal people are just minor inconveniences. for 100 cp, your just more durable than the average person/uplifted animal, for three hundred, very few things can kill you, but those that can will hurt all the more. Also take the crippling weakness drawback if you use the 300 CP version.

Something Else [100 CP]

You aren't a man, you aren't an animal, and you definitely aren't a living food or everyday object. So this means that you're definitely a strange one. Maybe you're a Baby patch (or if the world is less lucky a future Don patch in the making.) Maybe you're a fish demon who can drag others into his stomach portal. get creative! ...not too creative though, our main characters or at least Beauty, Softon, and Gasser, need to stay sane.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Say What?! [Free]

In the world of Bobo-bo-Bobobo, strange things are going to happen, and they are going to occur a lot, what this Perk does is keep you from losing your mind as a result of this insanity and merely express shock and try to move on as best as you can.

Why do I hear boss music?! [100 CP]

Okay so this is the music based perk of this Jump, with this you can play whatever music you'd like to properly set up the mood. this can be toggled on and off, and if you have any other Music perks like this, well now you have free access to all of Bobobo-Bo-Bobobo's music.

Transformation [200 CP]

Want a form to enter when the right triggers are hit? Done! with this perk you can essentially create a second character that is either stronger or around the same power level as you. This becomes an Alt form of yours.

Fusion! [400 CP]

The combination of a man and his friends allows you to fuse with your allies, although unlike the show, the fusion will have all of you and the allies power. though it may look nothing like the people who are fused into it. This power does come with a limit of 1-3 minutes depending how powerful or mentally stable it is.

Drop in

Sanity is included [100 CP]

While some would say that in an insane world, the sane people are crazy. With this perk you can prove them wrong, as with this perk your mind not only adjusts to this insane world, but does it so well that your able to stay cool calm and collected even when the weirdest shit is occurring around you.

IGNORE ME! [200 CP]

So your the type of person to stay on the sidelines huh? nothing wrong with that, and with this perk this makes people caught up in conflict around you more likely to ignore your presence. Note: this will only work if you don't do anything to attract their attention towards you.

Personal Narrator [400 CP]

Well, since you're obviously not supposed to be in the show, and yet the Writers or producers haven't made a move to boot you out, it's up to the Narrator to bring you up to speed with everything! What this means is, that at the start of each episode you'll receive a bunch of notes detailing what's going to happen in the episode to help you prepare. Out of this jump, it translates into receiving notes everyday on what's going to happen in the near future (read; later in the day) It won't reveal anything big, but it'll put you in the right mindset to do things.

Bobobo Theater! [600 CP]

Bobobo theater is basically a very minor form of wiggin, one anyone can do. With this, you can easily rope your companions (or whatever unfortunate soul is around you at the time) into helping you perform a story, be it fictional or nonfictional. why is this at 600? because of how everyone who can see it, will be mesmerized by it. for better, or for worse.

Super fist user

Super first of the (Insert thing here)! [100 CP]

Every super fist user has a special quality to themselves that allows them to use their powers be it physical (super fist of the nose hair) or non physical (super fist of the backwind)

Expanded technique [200 CP]

This allows the user of a super fist to focus on all aspects of their super fist, advancing them to a level of mastery seldom seen before.

Super fist targeting system [400 CP]

You ever wonder how some super fists can do so much damage to a person while keeping the surroundings completely intact. well here you go. with this, even your strongest attacks will only damage your target. it is toggleable so you can bring down a building as a hastily thought out plan B.

Jumper world! [600 CP]

A world where anything you say goes, where Wiggin and Super fists power (specifically yours) are increased, and it's essentially a piece of your mind made manifest and imposed on the world. However you can only keep up for ten minutes before people return to their respective realities.

Wiggin specialist

Are you serious?! [100 CP]

You know those perks that allow you to belt out into song or do other weird things without anyone thinking it's weird. Well throw that out the window because to be Wiggin out, you need to master the art of drawing attention to yourself even when your doing the most mundane things. No. Especially when your doing the most mundane things. Your opponent isn't confused or if your allies aren't screaming at you to stop picking flowers in the middle of a fight, then your not a true Wiggin specialist.

Don Patch hammer [200 CP]

A good Wiggin specialist is never without his trusty weapon, whether it's a brand that ends in the shape of a face, or a green onion, now anything you pick up and dub your weapon will work as a weapon in your arms. The funnier or more random it is, the better it will function

Comedy of errors [400 CP]

With this perk you can spot openings or create openings via your Wiggin specialist training, whether it's landing a kiss, stealing clothes, or just plain old fighting, if you wig out you can spot these errors and exploit them.

The true power of wiggin[600 CP]

If all the world is a stage and the people are actors, then a Wiggin Specialist is someone who is both aware of this and is able to change the script so to speak. With this perk Wiggin out isn't just confined to comedic improvisation, or slapstick, Wiggin out is acting- no at this level the art of Wiggin is about taking control of the play and shaping it to your whims, be serious, embrace your melodramatic side, do whatever and the world will change to suit your whims...if only until it gets its bearings.

Power Channler

Connection granted [100 CP]

A fairly simple perk that gives you a connection between you and whatever grants you your power.

Chosen One [200 CP]

Or at least you chose the one who empowers you and instead of basic energy moves or copying the attacks of a being your siphoning power from, you can now personalize all your attacks add in a little extra flair.

Effortless Badassery [400 CP]

In Bobobo-Bo-Bobo, we have seen only two Power channelers, J and Softon. and they both seem to be effortlessly awesome. Now you too can have that aura of coolness around you that'll make everyone think your awesome!

Divine Judgment [600 CP]

Apparently your connection between yourself and the thing your channeling power from is so great that you can (temporarily) summon them in to enact divine judgment onto your foes. this lasts for one attack, and will need a week for it to recharge.

Items

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Super fist User

Fist maintenance set [100 CP]

As your super fist is connected to either your body or mind

Iconic weapon [200 CP]

I see your a rare breed, a super fist user with a physical weapon. Well with this item, you can choose anything (well anything that that can be turned into a weapon) to use as said weapon. No, it can't be a prop like the don patch hammer, it has to be something actually dangerous.

Sweet jacket [600 CP]

A jacket that allows you to go beyond your limits and super fist, like no one's ever super fisted before.

Wiggin specialist

Ya-ya [100 CP]

A special doll near and dear to your heart. It doesn't do anything special but it can be used as a good flail or just a distraction.

Wigs and clothes [200 CP]

Acting is a profession closely tied to Wiggin, or at least improv is, and what is improv without roles to play. With this you get a closet full of stuff to use to dress up as anyone. This can range from paper thin disguise, to alarmingly accurate.

Bag of tricks [400 CP]

Of course no Wiggin specialist would ever part from their props...okay some might, but you sure don't. With this you've got all sorts of things to use. What sort of things? Well to take page out of moon knight, random bullshit.

Script of destiny [600 CP]

A legend amongst legends, a tall tale told only by the most optimistic Wiggin specialists, a script that's said to hold the power to shift the roles people play in the world. now for fairness sake, you can't actually do this, but the script is a good way to see into the future and shift things to your own liking, when combined with Personal Narrator, instead of getting vague notes, you get detailed scripts delivered to you to clue you in on what will happen the rest of the day.

Power Channelers

Food mask [100 CP]

be it goddesses, or suns, Power channelers are always exposed to a lot of power and sometimes they need a limiter. However a Jumper needs no such thing, so instead this mask reduces the negative effects certain powers may have on the user by a sizable margin.

Benefactor vessel [200 CP]

A small trinket or symbol that's important or symbolic about the thing your drawing power from. it can be used for short bursts of energy if you don't want to put much effort into fighting someone for any reason.

Companions

Companions can purchase more companions.

Companion Import [50-200]

So you want to bring in your friends? Well alright but they will have to start with 300 cp. Can't have them overshadowing anyone

Canon Companion [100]

You want to recruit one if the team to join you on your adventures? Well if you can get them to agree be my guest.

Don Patches wild ride [100 CP]

Forget asking one of the crew to go with you, it looks like one of them has volunteered. Eager to prove himself and get the glory he's always dreamed of, Don Patch gets all Wiggin specialist perks with him.

Original or side character [200]

Odd are you certain you want that one? Well alright, he or she can go with you.

Scenarios

TBA

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Narrator Mode [+100]

So, good news and bad news, the bad news is that, due to unforeseen circumstances, our old narrator can't join us in the recreation of the original 76 episodes. The good news is that now You'll be the one doing it jumper! Don't worry, just stick to the script and it'll all be fine...just uh, don't deviate from it too much or spoil anything if you want to keep the invisible hands of the creators away from you. (if taken with a personal Narrator, he's left all his notes AND his script for you. how kind of him.)

Extended Stay [+200 CP]

For each purchase of this your time here is extended 10 years, however the nature of this jump means that the pacing will extend to fit with the amount of time spent here.

Spotlight Chaser [+200]

You've got a big sense of self importance, and while this may or may not be justified, it manifests itself in a pretty bad way. You are now obsessed with being the center of attention, also looking for an audience and always lashing out at those who you think would take the spotlight away from you. If you are a Wiggin specialist (or have taken any Wiggin Specialist perks.) your going to try and become the main character.

Because I'm a Jumper! [+200]

In short, you've got a quirk that'll massively annoy everyone around you. mainly because you won't stop bringing up the fact that you are a Jumper....or another title along those lines. sometimes it'll get so bad that it'll find a way into your laugh.

Mental regression [+300]

....well this is awkward. Apparently something must've gone wrong when you've first arrived here because now when a certain criteria is met your mind regresses back into a baby, or a very young child if your lucky. in this form you act on your impulses...all of your impulses, and don't really have much control. luckily it'll only last for 2 hours and also increases your power tenfold.

Baby Mode [+500]

Are, are you sure about this? Alright, if you really want the extra points, then it no longer lasts two hours, when you enter the world you'll have something that acts as a restraining bolt for your uh baby mode. You lose that bolt you lose your mind until you get it back.

Stan the Fan [+300]

You are now the biggest fan of someone in your chosen faction and will suck up to them whenever you can, to the point of absolutely trashing any and all respect the others have for you.

“Weaponized Friendships” [+400]

Alright, I’m going to be straight with you Jumper, if you choose this drawback, your going to be subject to abuse by your allies and will be very, very tempted to abuse them in turn. Why? you may ask. It’s because of the fact that with this drawback, Your allies and yourself become way more willing and ready to throw each other under the bus in order to get ahead of the fight..

Crippling Weakness [+500]

So you have one thing that can really mess you up huh? Be it emotional or physical now you’ve got a weakness to a certain thing, action, or well anything that you can think of. It will show up in this jump no matter what it is, so don’t try getting smart and saying something like mars rocks. or actually do, because I sort of want to see how that shows up.

In context[+600]

In order to keep you up with the pace of the show (and at the best of one of the main characters) any and all perks and items that aren't from this jumpchain will be locked out of use until the end of the jump

Decisions

You have three choices ...

Go to next Jump

Leaving to see the rest of Multiverse eh? well good luck and thanks for everything

Stay

Not sure why you’d want to stay to be honest, but then again....ten years, is a long time, unless you weren’t here for ten years. but hey, I won’t stop you if your too attached to this place to let go.

Go back

Yeah I can see why you’d choose this one, especially if it’s your first Jump. You pack your things and leave, keeping all perks and items you’ve gained here.

Change Log

V0.1

Just created/converted from the example sheet

V0.2

Added in all drop in Perks, started putting in raw ideas for Power channeler perks. Cleaned up the items a bit. Should be jumpable, if in need of a bit more refining.