Cartoon Kings Jump

Version 1.0

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Welcome, dear jumper, to a world that on its surface seems quite like one you may hail from or have spent time in. There is a level of validity to this superficial analysis that is worth

contemplating. Many folks here will live their entire lives without ever once encountering something truly mystical. *Some* folks, however… Well, some folks are more lucky than that. Perhaps you are one such person? Or maybe you only appear here as a result of the aforementioned mysticism? Or… could you *be* the mysticism in question? *Intriguing.*

You now have 1000 Remote Points. Use them wisely.

This is a NSFW Dragon_Jak CYOA jump conversion based on *Cartoon Kings*. **Have a link to the source.**

Also, please note that the original CYOA is all about women but this jump is more freeform than that. This jump can easily allow someone to devise a cartoon harem that is all men, or one that is filled with an equal number of both men and women, or even go beyond men and women and include beings that are both or neither.

Origin:

All three origins can be taken as drop-ins. You can decide your age and gender for free in this jump, so long as you're an adult (due to the fact that this is a NSFW jump).

Human Being (Free): You are a human being, one who lacks innately mystical powers or some sort of secret heritage. What you are, instead, is hilariously fortunate. This adventure begins, for you, with a fateful decision. On the day the jump starts you make the choice to go to a local KFC, and as you're leaving you spot a faint glow coming from behind the building. You investigate and find an oddity, a *supernatural* oddity at that. You spot a floating, glowing television remote. You bundle it up and go home, and when you get home is where the fun begins.

Cartoon (Free): How fascinating, to see a *real-life* cartoon! You are a character from another world, from a cartoon world (this also includes anime). If you've arrived on Earth, then you've likely been summoned here by someone with a *Universal Remote Control*. If you're not on Earth then perhaps the bearer of the remote found it elsewhere. Or maybe they are engaging in *clever use* of the remote and you are elsewhere? Perhaps YOU bear the remote and are still a cartoon? A most interesting possibility… **In future jumps you can use this form as an alt-form.**

Remote (Free): Oh… Oh! This option is for the brave. By taking this option you **become** T-12-818, a true universal remote who, in the source material, also goes by TeeTwo. This option comes with a lot of power, but also a lot of challenges. One big challenge is that with this you may well need a companion to wield you, unless you are willing to spend a decade doing the bidding of a random person (or random people, if your wielders are unfortunate). That said, in future jumps (or in this jump if you're creative and have the right perks) you can wield yourself… **In future jumps you can use this form as an alt-form.**

This gives you the powers of T-12-818, such as the ability to teleport small groups of people from one end of a setting to another, the power to summon individuals from across space and time at the behest of your wielder, and even the power to turn energy into assorted items. **All such feats are fiat-backed facets of your form.** To go beyond such feats requires perks. Additionally, your durability is immense, it would require something truly cosmic for you to break while in your **Remote** form.

During this jump, you cannot use your powers independently without SOME attempt at having a wielder. This can be as simple as you having a cloning perk or even something like possessing a person using you, but for the duration of this jump, this rule must be followed. After this jump, this weakness is circumvented.

Starting Location:

Your starting location is determined by your origin. Humans and remotes start on Earth, while cartoons have a bit more freedom, able to start in their cartoon world or on Earth (though if you start on Earth then you're a summoned individual, which comes with its own set of difficulties).

1. **Earth**

Ah yes, planet Earth. For the record, this version of Earth is **almost** mundane. For some reason, on occasion, magical relics find their way here. At the start of your journey, either **You** are the relic, or you are the one who finds the relic, floating in a back corner of the parking lot of a *Kentucky Fried Chicken* of all places. Regardless of whether you are the finder, or the thing that is found, your journey begins here in a rather… unbecoming place.

If you are the finder, you find a floating, glowing remote floating in the back of a *KFC*. Upon collecting this remote you quickly spirit it away to a safe place: your home. When activated the remote explains that it is a *Universal Remote Control*, a potent device with the ability to warp space and time to enact a number of powerful effects. Chief among these effects is the fact that it can summon people from animated shows and movies to your side, granting you a power based on them as well as their love and affection. Their powers will also still work, protected through something resembling the *fiat* you've probably had time to adjust to (or otherwise that your benefactor has probably mentioned to you).

It also explains that it can freely teleport you and a handful of your soon-to-be lovers from universe to universe, as well as summon items (though summoning items uses up charge based on the power and value of the item in question, which could be used in other, better ways). It even explains how it can take the 120 charges it has, a surprisingly limited number for some who'd enjoy time here, and instead give them 200 charges but at the cost of permanently yeeting them to another world and only letting them worlds that are not *this* one.

Effectively, for the purposes of jumpchains, the friends that the remote summons are considered followers. They can be imported as followers, but can freely coexist with you as followers.

If you are the remote you are the one doing the explaining to someone who has found you.

2. **Cartoon World**

This option is **MUCH** more varied than the other option. Where you begin your time in this jump, in this instance, depends on what you choose for your cartoon origins to be. Your cartoon history determines where you start. Unless you opt for someone to have summoned you, achievable as part of a drawback or as part of a scenario (or both),you are in all likelihood going to start off in the Cartoon World of your in-jump's cartoon history.

Perks:

General Perks:

Acceptance (100 RP): Your relationships are accepted. People do not question your polyamory or the fact that you are a lover of a dragon, multiple goddesses, or even real-life Disney Princesses. To them, your relationships simply *are* a natural, normal thing that merits no more consideration than the weather on a clear, sunny day.

Someone Else's Problem Aura (100 RP): You possess an aura, which you can share with others at will, that causes people to accept your appearance and any harmless, outward displays of your powers. This is a powerful aura that allows people to disregard your appearance, at least in terms of things like your species (it won't cause people to ignore blood on you, for example). This is incredibly handy for exploring the multiverse and can be invaluable if you have followers, friends, or allies who lack forms that make them look normal relative to the world you're in.

Rule 63 (200 RP): The multiverse is infinite in its variety, splendor, and porn. And that is why Rule 63 exists. Rule 63 states that for every version of a character, there is a gender-swapped version of that character. Now you can tap into the rule. Whether it is YOU doing the multiversal searching as a remote, or a device in your hand, or even a power you personally wield, you can effortlessly find gender-swapped versions of characters you like and pull them into your adventures.

Kissed by Aphrodite (200 RP): You cannot be harmed by sexy shenanigans. This is a flat immunity to things like lust-induced madness, sexual energy drains, or even sex in more natural-seeming circumstances, such as negating fire damage when you are trying to have sex with a fire elemental. You are blessed to be able to do all sorts of sexy things, as unlimitedly as you'd like.

Human Being Perks:

Explorer's Toolkit (100 RP): You have the physiological toolkit of a natural explorer. You can learn languages with a touch (and your ability to learn languages manually is boosted, giving you a 5x learning boost to all means through which you can learn languages), you have

endurance for days, and are filled with an insatiable curiosity and penchant for discovery. One very handy facet of this ability set is that you also possess the power to teach others languages you speak through physical touch, letting you gift lovers, friends, and allies with the ability to speak languages you know.

Lover's Luck (200 RP): You are a skilled lover, capable of finesse when it comes to erotic arts. You are very talented in every respect when it comes to sex and love-making. Those you bed would brag about your skills, and you yourself are capable of fierce shows of sexual skill. You are also adept at discovering the fetishes and kinks of those you bed, allowing you to more easily please them.

Treasure Claimer (400 RP): You have a very peculiar sort of luck. You can find all sorts of priceless artifacts with almost hilariously improbable ease. Such treasures are also receptive to you, and artifacts that normally only work with people of their choosing are incredibly eager to work for you, letting you draw out the maximum power of such things with trivial, if any, extra work on your part.

Power Of Love (600 RP): You draw power from those who love you. When someone falls in love with you, so long as the love is meaningful and not the result of something as finicky and temporary as a love potion, you will gain a buff of meaningful power. The power in question will be drawn from the person who loves you, and will reflect some facet of themselves. It may be a reflection of their physiology, such that a Kryptonian who loves you will give you some facets of a Kryptonian's physiology, or a reflection of their skills such that a ninja who loves you will give you the ability to use chakra.

This, as a perk, is somewhat broader than the impetus that inspired it and so this version of this power is not only available to you independent of your remote, but also expands to include platonic and familial love. These powers are fiat-backed and will persist in your chain, however this is not retroactive. These powers even grow, able to be trained and can grow based on the depth of the love those who love you feel towards you.

<u>Cartoon Perks:</u>

History (Varies) (Exclusive to Cartoons & Mandatory): This perk is what determines your in-jump history as a **Cartoon**. The cost of this depends on a few things, namely whether or not you have any powers and what your personal history as a **Cartoon** is. If you are a cartoon of a mundane human (such as Marge Simpson, or Lois Griffin), then that part of this is free. If you are a cartoon that is a representative of a species with some powers that make them markedly different from humans, how much this facet costs depends on the species in question. Something like a Kryptonian, or a god, would cost **600 RP**. Something more along the lines of an **Owl House** witch or demon would cost 200 RP. Being an **Avatar** from ATLA would cost 400 RP. The second part of this cost is determined by the specific history of the cartoon you've chosen. Doing something like making your cartoon history be that of a general, complete with a general's skill sets, would grant you that history and that skillset, but would also come at an

increased cost. This part is cheaper, however, and such a history would only cost 100 RP. Meanwhile a mundane history that grants no specialized knowledge or skill set, or one that makes you something like a doctor, teacher, or lawyer would cost 0 RP. This perk is only purchasable once, and is discounted.

Found Family (100 RP): You are remarkably adept at adapting to radical shifts in circumstance and can easily befriend new people. This is especially evident when you spend long periods in time with others. This is a special skill, and if you spend whole days with people they'll quickly become as close to you as brothers and sisters can be.

Compatibility (200 RP): You are capable of working with people who have very different attitudes and even very different powers to great effect. You intuitively have a sense for figuring out how to work with people with very different viewpoints, ability sets, and even physiologies in ways that are maximally effective and frighteningly powerful.

Full Potential (400 RP): You exemplify the full potential of your species, of your career, and of groups you represent. This means you can go from being a normal human to a *Batman-like* figure, and the potential here is even more extreme for people who are beyond humans. With this you will be respected.

Unchanged (600 RP): You are immune to a litany of effects, particularly those that alter the contents of your mind and soul. People cannot supernaturally change your emotions without your consent, and while your body may not be 100% immune to all changes that may be forced upon it, **all** such changes are temporary (unless you explicitly approve them). Beyond that it takes fonts of truly incredible power to force even temporary changes on your form, requiring the efforts of mythic artifacts or god-like powers to inflict even subtle changes that you do not approve of, and requiring much more power to inflict changes beyond the most subtle that lack your approval.

<u>Remote Perks:</u>

A New Hand (100 RP): You are both incredibly lucky and quite skilled at finding those who could use your services and your abilities. You can decide what specific traits you would deem acceptable in someone to serve, be it as a **Remote** or as some other alt-form, and you will only be found or hired by people who fit your specifications.

Energy Exchange (200 RP): The rules of T-12-818's whole deal are pretty set in stone. It has a limited number of charges that it can use to give out powers and waifus, and such charges do not get recharged until the device finds a new wielder. However… you are something beyond the default remote. You can be given energy by those around you, and can convert enough energy into new charges. Or you can give this functionality to things in your possession, allowing them to take stamina from you and turn it into new charges of things such as wands, or other mystical and technological artifacts.

Updating Database (400 RP): You possess a connection to the omniverse. This lets you grow your database of settings you are connected to, letting you find more people to summon, more verses to visit, and potentially invent new ways to serve those who wield you as you traverse the omniverse.

Remote Controlled (600 RP): You may be a **Control** but you're about to be in **Control**. You have a subtle yet nefarious, and persistent, aura that lets you gradually exert more and more control over those who use your powers to pursue their own goals. This is especially potent when you are some sort of object used by them, but it remains true even when you are but a soldier or servant at their disposal. The more someone leans on you, the more someone uses you, the easier it is for you to invert your relationship with them and slowly come to be the master who uses them, instead of the device being used.

Items:

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

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

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Human Being Items:

Tourist Guide (100 RP): You have something of an unusual item here. This is a pamphlet that updates to contain descriptions of everywhere you've been and informs you as to all sorts of handy tidbits about where you're at. This contains everything from brief histories to knowledge about power systems, allowing you to get to know what you need to know at breakneck speeds.

Appropriate Housing (200 RP): This is a housing item that subtly modifies itself to accommodate your harem, your children, and even some of your non-harem allies. This item follows you along your journey, and if you have a warehouse can fit inside of it. It is supernaturally maintained, is always full stocked, and is legally yours (but you never pay for it, including in the form of taxes).

Treasure Map (400 RP): This is a map that leads to powerful mystical treasure. When the treasure is found the map auto-updates within the next 24 hours to guide you to a new treasure. In realities with magical and/or highly technological artifacts these treasures will be those kinds of things, and in other settings this will be sources of wealth. This could be valuable mines, chests filled with golden booty, beautiful (and expensive) artwork, or any other such thing. When

this leads to artifacts, these artifacts will be immensely powerful, in the upper scale of what might be found in a given setting.

TeeTwo (600 RP): The universal remote. This item is at the core of everything. It is the impetus for this whole journey. Normally the rules regarding the remote are hardcoded, fixed in place, and absolute but your version of the remote is a touch more flexible. Your remote has the full 120 charges for items, waifus, and powers, but also recharges at the start of each jump (though you can fiddle with reality itself and be teleported to alternate realities, permanently, to gain the 200 charges as described in the source material). Sadly, at the start of each jump, the waifus you've summoned are reset (though their memories are not, and depending on your build you may not lose access to the powers they've provided you) and must be resummoned to have them accompany you again, though the remote also regains its supply of charge. Thankfully this is offset by two separate factors: firstly, this version of the remote can gain charges by completing quests it assigns you, and this version of the remote also learns how to summon a waifu for less charge over time, making familiar waifus eventually free. You can also designate how sapient and independent this version of the remote is, allowing you to have a more personalized and convenient experience with your remote.

It is worth noting that, barring the appropriate perk, the powers you gain from your summoned harem members are tied to the remote. You lose access to the powers you gain from them, when the remote's charges reset, unless you have The Power Of Love perk.

Beyond that this version of the remote is identical to what is outlined in the source material for the jump.

Cartoon Items:

Identifying Documents (100 RP): An incredibly valuable set of items for someone who has just been kidnapped and isekaied across worlds, this is a set of personalized identifying documents such as social security cards, IDs, and more that allow you to have a valid legal identity in this and future worlds. They even update as you get older and as you explore more of the worlds you visit, serving as passports and other such things when necessary.

A Symbol Of Home (200 RP): This is a powerful, powered item from your homeworld. It could be something like a working wand from any number of magical settings, or a lightsaber, or a Kryptonite-laced toxin. It cannot be something incredibly powerful, but it can certainly be strong enough to win you some fights on its own. It gains fiat backing and will never be meaningfully stolen or destroyed, repairing at the end of the jump or every decade, at the very worst.

Universal Rations (400 RP): Wildly different beings from universes vastly unlike the one where Earth is located may have radically different needs. This item is for them. This is a lunch box containing food that is universalized in such a way that it can feed anyone. This lunch box can generate a meal every four hours and the meal will be delicious, sate any sustenance based

needs the consumer has, and feed them in such a way that they'll be full for a whole day. This can feed beings like Galactus, though obviously feeding such an entity for a day won't do much in the long term. Still, this is immensely powerful.

Plot Item (600 RP): Cartoon characters, at least those that are significant characters in their own works, are often the recipients of powerful plot items. This can include things like a unique ring, a special sword, or a sort of legendary vehicle. You now have one of your own, with specifications you decide when buying this item. This can be anything from a Megazord to a powerful ring with unique abilities you decide at the moment you purchase this item.

Remote Items:

Sleeve (100 RP): This is an array of disguises you can wrap yourself in (or wrap your remote in) that change how it looks. These cover you, or the remote, in a SEP field, which allows people to ignore you or the remote and also offer minor aesthetic alterations to your/the remote's powers. You can wrap it in a technological sleeve and make it seem like some kind of sci-fi device, or wrap it in a fantastical one and make it seem to be a sort of wand.

Quest List (200 RP): This is a massive list of all possible quests you can send your wielder on, or go on yourself, to get powered up. There is a huge set of options here and a clever remote or remote wielder can complete some of these with almost no sweat, even if others are world-spanning epics. These quests will see you rewarded when you complete them or get them completed, commiserate to the work you had to put in to get them finished.

Catalog (400 RP): This is a handy catalog that reappears every time you start a jump. You can absorb this catalog to expand what sort of items you (or the remote, if you buy this and are not the remote) can summon for your wielder. This list contains a litany of items from the jump you're in, and by absorbing it you gain the power to expend charges to summon those items. Alternatively, the catalog can be used to spend money to get copies of the items in it, though this will equal the full worth of the item. That said if you get items with this, they get minor fiat-backing and can reliably repair themselves, reappear in your warehouse if lost or stolen, and not be used against you.

A Perfect User (600 RP): This is a follower who is a blank slate. They are perfectly willing to do your bidding and are happy to serve, but they have no special abilities beyond the ones you can grant. They are also happy to act as a stand-in for you and when asked to do this people won't even question why you aren't in person when interacting with them.

Companions & Followers

Import (50 RP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 RP to spend themselves on perks, and items. Companions cannot take drawbacks. Companions can take the **Remote** origin and be wielded by you, or you can take the **Remote** origin and you can be wielded by a companion.

New Friends (50 RP): This option is for companioning other Jak-verse beings. By paying here you gain a token you can use to give someone, or something (so long as it's sapient), native to this setting the ability to come with you to future jumps, if you can persuade them to come with you. This can include creating versions of heroes that are gender-swapped to suit your preferences, or including supers who are not included in the base CYOA. This can also include creating new companions who are OC.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the… *Dragon_Jak-Verse* will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause you to fail a scenario, a scenario fail does not mean death it simply means you don't get the rewards for the scenario unless otherwise stated. If relevant you can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

All completed scenarios also grant an additional 200 RP for you to use freely when you complete them.

Cartoon Monarch (Exclusive to Humans):

The traditional, for these kinds of jumps, *Do The CYOA* scenario. With this you are a human on Earth who finds a mystical remote control capable of bending space and time to call lovely waifus, husbandos, or spouse-os from other universes and forming a harem.

The remote control is a mystical artifact, it is capable of making even gods fall in love with you, and it is yours. Spend a decade here (or more, depending on your drawbacks) using the remote control, be delighted by your partners, and leave the decade with the remote control, your harem, and all of the powers you've gained.

Reward:
You can take the **TeeTwo** item and all of the things you gained from this scenario with you moving forward. **TeeTwo** is the item version of itself available at a discounted rate for human beings. **The RP you get from here can be used when you're in the process of determining what you do next.**

Channel Crusade:

Shortly after you initiate your adventures with TeeTwo, they begin to glitch out. These glitches get more severe over time, and they even begin to affect your summoned harem-members, items created by TeeTwo, and eventually your ability to travel using the remote. After a while your remote tells you that it needs to investigate the cause of this oddness. It'll disappear for a week before returning to you one day, covered in dents and damage that is slowly, but thankfully, disappearing as it regains energy by being in your presence. And it tells you what it has learned.

The device now better understands its origins. It was created by the powerful magic of nexuses of creativity known as *Channels*. Each *Channel* is a network of power, creativity, and creative magic, governed by a figure of your preferred gender and sexuality that has, in the last few weeks, gone missing. Your mission is simple. You must find and rescue each of these individuals, and each time you manage to liberate and return one of these *Channel Queens* your remote will gain new charges and return a bit closer to normalcy.

TeeTwo guides you to a channel of your choosing (the options are CN, Nickelodeon, Adult Swim, Disney, Pixar, Disney XD, Toonami, The N, and Netflix), and you begin your journey. You encounter villainous beings from shows featured on each channel, and the final obstacle between you and any given *Channel Queen* is always a major antagonist from a show on that channel who has been amplified in power. Defeating them liberates the queen in question. You succeed when you liberate the final queen.

Reward:
You gain the **Channel Crusader** perk, which enhances your affinity with characters in settings on the channels you've crusaded through. For example, Pokemon in the United States was and is a Cartoon Network/CN franchise. You gain a greater affinity with *Pokemon* characters. You also gain greater skill and power with your powers from channels you've saved, such that your bending (if you have it, or gain it in the future) becomes more powerful due to bending's ties to Nickelodeon. Additionally, it becomes much cheaper for TeeTwo to summon people, making the act of summoning someone cost only half a charge!

If you don't keep TeeTwo in future jumps, you retain a connection to the networks you've saved from disaster and can, through massive expenditures of energy, create portals that allow characters TeeTwo can summon to stay by your side in future jumps. It is still much, much easier for TeeTwo to do this, but with this you can take the ability with you, as part of the **Channel Crusader** perk. Also any *Cartoon Queens* you rescue can come with you on your chain and will not count as summoned individuals in future jumps for the purpose of charges.

Pepper's Prince(ss):

When you initiate this scenario, the first person to jump out of the remote (even if you don't summon her) is Pepper Ann Pearson. She has the benefits of the **Unchanged** perk and gives that perk to everyone in the remote. She also summons all of the people who you'd want to summon (even if this is just one person, or every single option available to the remote), gives you their powers, and shares a minor version of **Unchanged** with them. For you to succeed you must now romance and make the people who Pepper summoned truly fall in love with you. This also extends the jump for as long as it'd take for you to achieve this goal. Thankfully everyone starts off neutral towards you, and Pepper starts off friendly, saying she was only able to do this because of a certain unconscious willingness on your part to truly romance everyone here instead of wanting everyone to immediately fall for you. This is compatible with **Alternate Start**, you simply find the remote under different circumstances.

Reward:
For completing this scenario you get **Romance** a perk that greatly enhances your abilities as a romantic partner, and enhances your charisma. You also get **TeeTwo** but with the added ability to gain 50 charges in exchange for not making you magically irresistible to those it summons. Repeat summons still love you if they loved you before.

Alternate Start(Exclusive For Cartoons):

This is for cartoons who don't want to be summoned. With this you can begin in the cartoon world of your background and engage with the plot. Partway through the story you find the remote, somehow left behind by a past wielder in a cartoon world. You become the new wielder of the remote, can summon its waifus, husbandos, and spouse-os, and can otherwise wield it with the same powers as a human wielder. To keep it permanently, however, you must complete a major story arc in your home world/home setting that will be modified in subtle ways to make the challenges faced more difficult. Changes to the setting remain small until the final battle or otherwise climactic moments of the story arc, whereupon a single, significant change will happen. For example, if you are in the world of *Avatar the Last Airbender*, doing Aang's story, during the final battles both Azula and Ozai become unholy *Dark Avatars* similar to what happened to Unalaq. These new changes will be dramatic during the final moments of your adventure.

Reward:
You can keep **TeeTwo**, as well as gain a perk named **Evolving Hero**. This perk allows you to grow greater in response to greater challenges, and allows you to cause settings to subvert meta-knowledge and change in ways both big and small based on what you know about them. These changes will make the setting more difficult, but this can also allow you to grow in power and skill much more quickly in response to these changes.

True Love (Exclusive for Cartoons):

Be The Cartoon, the scenario. This scenario requires that you be the summoned cartoon and is completed by you successfully making the figure who wielded the remote fall in love with you. Not lust, in fact they can love you without lusting after you, but love. In this scenario you are summoned by someone you won't loathe or be disgusted by on an aesthetic and sexual level, but you may not be romantically interested in them (with the right perks at least, without them you are affected by the effects of the remote just like every other cartoon aside from Pepper Ann Pearson).

Reward:
Your summoner and their remote can follow you along your chain for free. This does not make you the wielder of the remote, but you gain the loyalty and love of someone with that artifact. Your summoner also gains all of the **Human Being** perks.

How To Subvert A Relationship (Exclusive For Remotes):

This scenario requires that you be a remote, and that you not be wielded by yourself or by a companion. You initiate this jump in the back of a *Kentucky Fried Chicken*, found by someone who vaguely matches your aesthetic and personality preferences as well as your gender and sexual orientation (if you have one).

You explain everything to your new wielder, and they begin to use you. Your goal for this scenario is to subvert the relationship you have with your wielder, and turn it into a situation wherein you are the one calling the shots. How tough this is depends on you, your wielder, your preferences, and of course any OOC you may or may not be packing. That said, you cannot kill or possess this wielder to achieve a win here. They must be serving you out of something vaguely resembling their own free will. You can subvert them through something like pheromones or auras, but you cannot directly possess them or use them as a direct puppet. Slow and steady corruption is fine, but quick and easy mind control is not.

Reward:
Your wielder can follow you along your chain for free, and they will remain loyal to you, both able and desiring to use your powers in ways that suit you. They also gain the stand-in effects of the **A Perfect User** item, able to stand in for you when it comes to things like negotiations and other things that normally require your presence without anyone finding it odd.

Drawbacks:

Extended Stay (Varies): Each purchase you select allows you to stay for another ten years and gives you 100 RP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Stereotypes (100 RP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Arrogance (100 RP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Aesthetic Differences (100 RP): Your summoned companions will always look a little different, a little less stunning, than they should. While this can be amplified in point value for increasingly dramatic effects, by itself this just makes a cartoon babe or hunk a bit less hot.

Strange Circumstances (100 RP): This causes people to question the circumstances of your arrival in this world, or the circumstances of your birth, far more freely. Anyone who wishes to be a drop-in in this world can tack on an additional 100 SP to this drawback, as this is far more dangerous for them then it would be for others. Normally this only leads to minor inconveniences but if someone with a dogged obsession gets affect by this this could become a more critical problem.

Realism (100 RP): No matter the power you have, the most common problems you'll face are mundane ones. They may be solved with laughable ease, but that won't stop them from coming.

Remote Reaches (200 RP): Things like teleportation magic or perks just do not work with you. If you're gonna explore the grander setting here, you have to do it the old-fashioned way… Like with super-tech. Still, things like super speed and teleportation magic, even from your remote, do not work.

Nomadic (200 RP): You are constantly hit with an urge to move. This starts off small but grows over time until you find yourself wanting to move to a new place to live. This is easily settled by moving apartments, but can be settled in the longer term by moving to a new town, state, country, continent, or planet.

Disruptions Abound (200 RP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Villain/Hero Bait (200 RP): You routinely have hostile encounters with people whose moral codes are the opposite of yours. These people will fight with all the ferocity they'd be expected to exhibit, and encountering them could be life-changingly bad.

Cultural Differences (200 RP): Cultural differences between would-be harem-members and you matter a lot more now. These can cause fights, tension, and make life in general much more annoying.

Dramatic Bastard (400 RP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for someone here can be a way to court disaster.

Seekers (400 RP): Whether you ARE the remote, are the remote's user, or are SUMMONED by the remote, people will find out about it and will want it. Folks who learn of the remote's power are gonna want it. People will go to great lengths to get the remote, and doing things like erasing their memories will only be a temporary solution.

Grander World (400 RP): This setting is largely an adventure-verse. The setting itself abounds with opportunities for conflict and journeys, but there's also a gentle sort of filter in place that can allow for an easy-going romantic comedy with you and your harem. This drawback nullifies that sort of *softness filter* and applies more realistic motives, urges, and willingness to be brutal to the characters involved here. We'll see more brutal villains, grander and more complex heroes, and the fights will become less suited for entertaining comic book fans and more suited for price-gougers looking to score some money in the wake of devastating battles.

Sly Snake (400 RP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

They Know You (600 RP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Big Guns (600 RP): This is a true comic-book-amalgamation-setting now. Big dogs like Superman, Darkseid, Omni-Man, Hyperion, and even cosmic beings like Knull, the Ones Below and Beyond All, and Perpetua, now exist and can traverse the local multiverse. This alone doesn't guarantee they'll matter, especially if you're only here for a decade, but they certainly could if you're unlucky, go looking for them, or catch their action through thoughtless actions on your part. If they hear of your device, they'll *want* it.

Pepper's Proclamation (600 RP): Pepper Ann Pearson has a "power" that removes a powerful fiat-backed aspect of the remote: its ability to make prospective harem members fall in love with you. This power has now infected TeeTwo, removing the ability completely, and making all of

your harem members now need to be courted before they become your harem members. It's worth noting that, by itself, this doesn't stop you from getting their powers. If you want it to, add an additional 200 RP to the cost of this drawback. In THIS case, you only get the powers when your prospective harem members fall in love with you.

Remote Love (600 RP) (Exclusive to Toons): You are not immune to TeeTwo's mind and heart-warping effect. No perk allows you to overcome this, it simply shreds through them (for the duration of this jump). If you are summoned, and your summoner does not use Pepper Ann Pearson's powers, or some sort of OOC thing they have, you will be in love with your summoner. They will not be repulsive, at least not at this cost (you can opt to make them someone you'd normally loathe, by adding 200 RP to the points this grants you), but this is still a significant, heavy drawback.

Cartoon Stalker (600 RP): Ah, the worst day-to-day possibility on this list. You're now cursed with a *Cartoon Stalker*, a figure with serious superpowers and who is obsessed with you. This person is a Yandere, but if you take just this drawback COULD be persuaded, with enough raw charisma, to accept your harem. If you tack on an extra **200 RP** to this drawback they'll be determined to have you to themselves, and can only be stopped through serious power use. You can select if this is someone among the many people in your harem, if you have one (be it through RP, through a scenario, or even from past jumps). This person will be attractive to you in a variety of ways, but they are also thoroughly unhinged.

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.
Stay Here:
Take another 500 RP and add any final bits to your build you wish, in exchange for making the Jak-verse your new home. OTHER worlds are a fully canonical part of this setting so maybe you'll be able to find some way to journey to new places here even without jumping.
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, return to your warehouse, and select your next jump.

Notes & Mini-Changelog

-This jump entered the WIP stage on Sunday October 20th and was published on October 21st.
-I adore this CYOA and I am overjoyed to have completed this jump. This is my favorite non-Troyverse harem picker CYOA and to have made it into a jump feels… incredible.
-I kept most of my drawbacks from Supervirgins: Women of Tomorrow, but with minor modifications to text, due to the fact that a lot of them just fit with fairly little textual edits. Plus I

loathe making drawbacks, it's always my least favorite part of jumpmaking. I've just never had a head for it.
-Power of Love, the Human Being capstone perk, was the single reason I made this jump. It's just such a fun power.
-All of the things that TeeTwo can do are granted to **Remote** people, at the full strength of TeeTwo, even without perks. They are fiat-backed components of that alt-form, down to the 120 charges.