

Breakfast of the Gods Jumpchain CYOA

v 0.1: Buzz Bee edition

by LawAnon

Introduction:

Cerealia, land of perpetual morning, nestled cozily amidst the Milky Seas. This fruitful paradise is occupied by all sorts of friendly talking animals, elves, and diminutive humans, living together in peaceful harmony. Or... at least they used to be. For you see, the last king of Cerealia has been long missing, and, in his absence, darkness has risen and begun to spread. The already fractured populace knows not what is coming for them.

But perhaps you do, Jumper. For you see, the inhabitants of Cerealia may look quite familiar to you: Each and every one of them is a cereal mascot or associated character, although their conduct might not be *quite* what you might remember from their commercials...

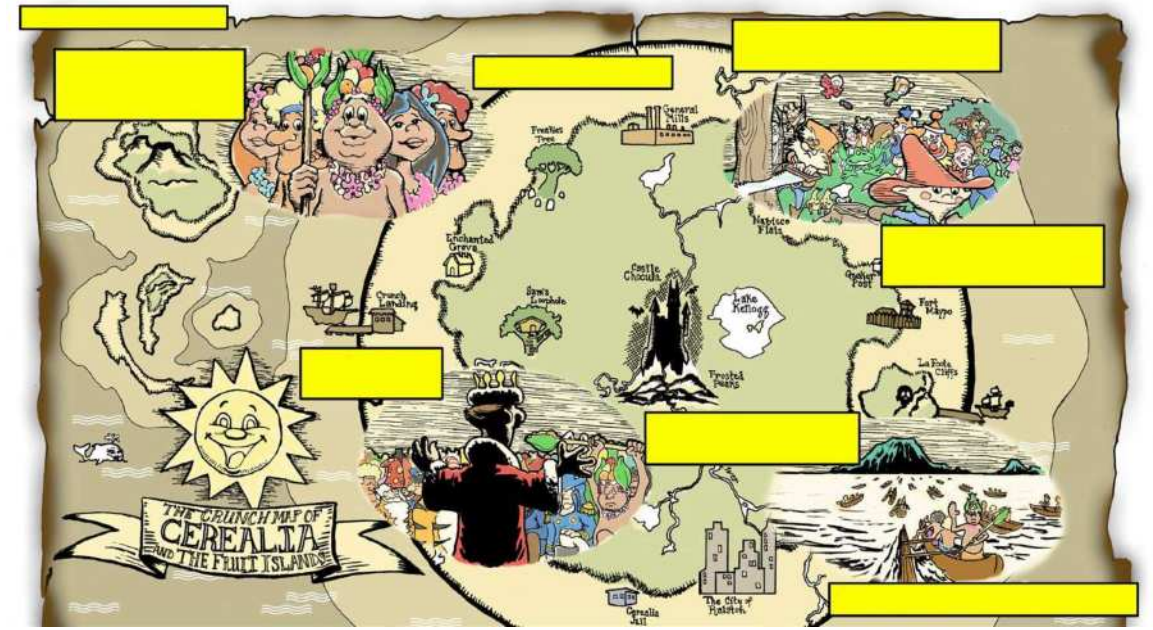
You arrive on the day of Buzz Bee's funeral. This will set the tone for what's to come, so since the first meal of the decade is the most important, vitamin-fortify yourself with these:

+1000 Cereal Points (Part of this complete jumpdoc!)

Origins:

You may choose to be reincarnated as a resident, or as a Drop-In with no history in this world - either way you choose perks and items in the same fashion; see their relevant sections for details.

Retain your gender from the previous jump, and roll 10d8 for age (although this is effectively cosmetic - even at 80 you'll be relatively hale and hearty) You may pay 50 CP to freely pick your age (within the 10-80 range) and gender instead. If you have the Drank from the Fountain of Youth perk, you may add up to 400 years to this without changing your apparent age, giving non-Drop-Ins a much longer history in this world.



Location:

Roll 1d8 for your starting location, or pay 50 CP to choose.

1) Bee's Grave: Atop a pleasant hill with a scenic view, beneath the boughs of the Freakies' tree rests a simple tombstone adorned with a stylized image of Buzz Bee, the occupant of the grave beneath. A simple creature whose kind heart shone brightly as he sought to spread the taste of nuts and honey to all to hungered. One of the Count's victims, the Bee's death sparked the series of events soon to embroil this land in bloodshed and war. And unless you nip

things in the bud, this grave will just be the first of many to be found here.

2) Fruit Islands: Here dwell the original native inhabitants of Cerealia, ruled by King Ayummayumma. Forced from the mainland by the constant encroachment of settlers, they retreated to these nearby islands, where volcanism spews forth fruit of all types and description.

3) Sam's Loophole: A getaway located in the nigh-impenetrable forests found west of the Frosted Peaks, and stocked with copious amounts of alcohol, this treeborne bar is a great place to go to lose yourself - so long as the somewhat mercenary Toucan Sam doesn't sell you out.

4) City of Ralston: This bustling metropolis is home to all sorts of sophisticated folks with busy lives and important jobs. But every city has its back alleys and seedy establishments and Ralston is no different. The No Trix Detective Agency keeps its office in Ralston, and the streetwise frog Dig'Em reports the goings-on in the streets to the Cap'n. Currently, Ralston suffers from a spate of strange graffiti, but worse could quite easily come to pass.

5) Cerealia Jail: You find yourself in a locked cell in this remote prison. Run by the jaded Officer Krum, this facility is often used to hold the Cookie Crook and his canine companion Chip in between their robberies. Krum has little oversight and a lot of stress. Beware of police brutality.

6) LaFoote Cliffs: The lair of the LaFoote pirates, lead by Crunch's rival "The Barefoot Pirate" Jean LaFoote himself. This den of vice and villainy is outside the jurisdiction of the law, much to Officer Krum's displeasure.

7) Castle Chocula: Once the abode of King Vitamin, after his disappearance the palace came under a darker occupancy, undergoing significant renovations. Now a gothic castle located high in the Frosted Peaks at the center of Cerealia, this fortress is shrouded in both constant thunderstorms and endless night - the only place in Cerealia where one can experience the latter phenomenon. Guests often find themselves being housed in the castle's torture dungeons, so I suggest vacating the premises as quickly as possible lest you be made to snap, crackle, and pop.

8) Free Choice: You may choose any of the locations above, or maybe just drop in at some other, less-defined location in Cerealia such as Fort Maypo or the General Mills.

Perks:

You may choose one 100-point perk as a freebie. You may also choose one 200-point, 400-point, and 600-point perk to apply a 50% discount to their price.

Mascot Form: (Free/100 CP) This is a land of cereal mascots, and so you, Jumper, now look the part. You appear to be a short humanoid being with exaggerated 'cartoony' features that wouldn't look out of place on a cereal box, and hands with only four thick fingers (including the thumb). This becomes an alt-form after the jump.

For 100 CP, you may customize this form - perhaps you are a talking and/or anthropomorphic animal or minor mythological being. This can grant you a few minor benefits, but nothing too major - claws and fangs for predatorial animals, arms that double as wings for birds, maybe constantly hovering at man-height instead of standing on the ground for something like a smoke-tailed genie or ghost. If you're a Drop-In, you may choose to take aesthetics from non-cereal mascots instead - maybe you're a pitcher of purple stuff or a snack cake, or one of those edgy chip mascots.



Stature: (100 CP) Like Tony the Tiger, you are much bigger and stronger than the average Cerealian. Great for intimidating prisoners! You're also pretty toned and muscular, with really rockin' glutes. You could probably get away with wearing nothing but a neckerchief, (and maybe a few strips of cloth for modesty's sake if you're not as furry as Tony) without anybody complaining.

Follow Your Nose: (100 CP) You are an expert outdoorsman and guide. You know all the tricks and skills required to survive in and travel through even particularly harsh and confusing wilds. In addition, your internal compass always knows both which way is north and the exact direction of any location you've been to before, and your nose is capable of tracking distinctive scents from miles away, be it local predators, foreign intruders, or just the distinctive smell of your favorite brand of breakfast treat.



The Whole Dang Cavalry: (200 CP) Maybe it's your charisma, or maybe your solid reputation. Maybe it's something else entirely, but when you call for help, help comes. More specifically, any attempts you make to round up help from what should be neutral parties (or allies who would normally not want to get involved) are far more successful than they should be. This scales up with the amount of time and effort you put into your recruitment, of course, and you can't get allies where there simply aren't any, but you're almost guaranteed to get at

least a small company of combatants out of anything more than the most cursory of attempts. You have a much higher ratio of 'hero units' as well, getting allies with useful skills and abilities; Instead of raising a ragtag group of peasant rabble, you might instead get a bunch of retired ex-soldiers from elite units, or veteran adventurer types who just happened to be in the area.

Drank from the Fountain of Youth: (200 CP) Like Cap'n Crunch, in your far-reaching journeys you appear to have drunk from the fabled Fountain of Youth, extending your lifespan over centuries at the very least. And while the Cap'n may have still *looked* like an old man, he remained as hale and hearty as a youth and maintained it for at least 400 years. Similarly, even at the end of your elongated lifespan, you will remain fit, active, and energetic even if you've gone gray and developed a few wrinkles.

Are We Still Good?: (200 CP) No, we're Grrrreat! The friendships you develop are sturdy and long-lasting. Even if you have a fundamental disagreement - maybe he feels like you don't understand what toll battle takes on him and treat him as a convenient soldier, and you blame him for the deaths he could have averted if not for his seeming pacifism. Well, circumstances have a way of making sure both of you come to a true understanding of each others' side, and that your friendship comes out all the stronger for it. In the end, they'll have your back when you really need it, and vice versa.



Walking Case of Rabies: (400 CP) Like the Sugar Bear and Fruit Brute, you have a powerful alternate form built for combat. However, assuming this form does not come without a cost - assuming this form will send you into a berserker rage, guided by only a feral remnant of your intelligence. You won't attack your allies, (unless you honestly hate them) but you're not one for tactical planning or out-of-the-box problem solving when you're in this state. Still, the sheer brute strength and battle prowess provided by your 'Hulked out' form may often leave the tactics and cunning of your enemy shattered in your wake.

When you purchase this ability, you may designate a weakness - a relatively available substance or condition that returns you to normal, such as daylight or garlic - with the understanding that this may be exploitable by others. Or you may choose not to have a weakness, in which case, much like Sugar Bear, your feral mind might not let you change back easily. Choose wisely.

Oh Cap'n My Cap'n: (400 CP) You are a powerful force of both leadership and raw charisma. Should you ally with others, you will soon garner a reputation. Those who strive by your side will see you as an inspiring figure and seek to follow your example, and those who work at your command will idolize you for your wisdom. Allies and minions alike will find teamwork under your command to come naturally, and your tactical and strategic planning are elevated to be worthy of this respect.

Will-o'-the-Quisp: (400 CP) You have been energized by qwazy cosmic energy sources used by advanced extraterrestrial species. You can hover and fly effortlessly, and your speed

and reaction times are greatly increased. You'd have to be caught off-guard for any of the folks around here to even have a chance of catching you, barring massive area-of-effect strategies.



Regeneration: (600 CP) You have a powerful healing factor. Having half your face torn off would be healed in a matter of seconds, leaving not even a mark to show the wound. You are capable of simply ignoring damage on this level as well, barely bleeding, feeling negligible pain, and not even flinching from the attack. You can heal from anything short of death in this manner, and with this a lot of things that should kill you won't. You'll be able to pop your head right back on before your brain suffers lack of oxygen, after all. There is one flaw in this, however: This won't heal anything that you are especially weak against. If you're a vampire, a stake through the heart remains just as viable a way to take you out as it ever was.

Drowned Where They Stand: (600 CP) Like the alien Soggies, you have a malleable, liquid form. You can fit through any crack that isn't watertight, and easily smother people to death by forcing yourself into their lungs. You are a lot harder to harm or kill, as well, as you can reform around most physical attacks. You could still be evaporated, however, or splattered so hard that no piece of you is large enough to store your consciousness, and barring other perks, severed pieces of you lose cohesion and return to being ordinary liquid - and while you can regain lost mass by absorbing the type of liquid you are, the rate of incorporation is determined by how fast you can heal - if your milky arm is chopped off, it could take months of drinking milk to regain that mass with just a normal human healing rate.

Cookie Magicks: (600 CP) You've studied the ancient cookie magicks. Or elf magicks, or maybe you're just a leprechaun. Whatever flavor of magicks you pick, this perk ensures you've got them in spades. You're a mystical powerhouse on the level of Cookie Jarvis or Lucky the Leprechaun, with a diverse arsenal of magic spells up your sleeves. Assorted magical blasts, shields to protect entire castles, scrying, flight, sealing enemies into small objects, healing, summoning, sharing magickal power with other magicians, and more! Why, with a little work and some assistance, you could probably enspell an entire land to remain in perpetual morning!



Quake in Your Boots: (1000 CP) You have the power of an earthquake! Capable of shattering mountaintops, fending off vicious wolves with a couple of fingers, and burrowing up from the center of the Earth, you have the kind of massive strength and durability found in classic superheroes. You're even immune to sogification and similar defense-dropping attacks.

Items:

You may choose one 100-point, 300-point, and 600-point item to apply a 50% discount to their price.

Expendable/consumable items replenish as in their descriptions, while more permanent items respawn, fully repaired, in a convenient location such as your warehouse after a week if lost, broken, or stolen.

You may choose to import existing items from purchases in previous jumps into similar items purchased here at your discretion, granting them alt-forms of the new item, and access to the qualities and abilities of that item in any form.

Jumper-Os: (Free) As a cereal mascot, you obviously represent a brand of breakfast cereal, right? (Even if you're a mascot for a non-cereal product, apparently your parent corporation is branching out into the cereal market now.) Well, here it is! And as the mascot, you have a lifetime's supply of the stuff - a crate or so shipped to your warehouse or home base of residence every month for the rest of your extended multi-incarnation lifetime throughout the rest of your chain and beyond, to be specific. This isn't the boring stuff, either - this concoction of sugary goodness is perfect for curling up on a couch and watching cartoons while eating even if you don't normally have a sweet tooth, yet won't ever cause weight gain, dietary issues, or tooth decay. It's pretty much nutritionally void, though, even though the box lists that it's 'Fortified with 18 Essential Vitamins!' that you've never heard of. It's pretty much less part of a balanced breakfast as it is a completely unnecessary supplement to one. But hey! The box has your face on it and can also be found sold wherever food retail outlets can be found in future jumps!



Glock 9mm: (100 CP) It's not all cereal puns around here, you know? And if you're an inner-city frog like Dig'Em, you know the best way to say "Fuck dis shit!" is to be packing some heat. This pistol comes fully-loaded, but without any extra ammo. It'll replenish its supply every 24 hours, enough to equalize the odds if you're jumped by a crazed beast, but this won't be enough to get you through any sort of extended firefight.

Box Tops: (100 CP) These things are used as a form of currency here. You get the equivalent of maybe a couple hundred dollars in value of them each week. In future jumps, you can mail them in for cool prizes worth roughly the same amount to novelty collectors.

Cap'n's Saber: (100 CP) This masterwork saber comes in an ornate sheathe and marks you as the inheritor of a legend. While it's perfectly servicable as a weapon, the saber's true power is felt through the added respect and deference you are given when you wear it openly. Moreover, you may lend or gift it to another person, and so long as they wear it openly they will be recognized as your representative by those they meet with, and granted the same treatment as would be given you should you have gone in person.



Stasis Sarcophagus: (300 CP) This is an ornate golden sarcophagus inlaid with precious materials and crafted to depict the image of a certain Yummy Mummy as he appeared in life. Those laid to rest in the sarcophagus - whether alive, dead, or something in between - do not age or deteriorate. They slumber peacefully while dreaming of other worlds and other lives until they are either woken by outside forces or a preset condition (even one as simple as "Wake me up in three months") is triggered. As a defensive measure, if you have decoys or other places of repose, this one will always be the last one those searching for you will check.

Spoonapult: (300 CP) A goddamn medieval catapult, with a massive supply of giant fruit. Strawberries that can crush a man's head, watermelons that could breach a ship's hull, and more. You will find that if enough fruit of any kind is loaded into the Spoonapult to fill the spoon, it will have similarly lethal results. Put the 'grape' back into grapeshot or make cherries burst like cherry bombs on impact. And you probably don't want to see what you can do with a pineapple...

SS Guppy: (300 CP) A replica of Cap'n Crunch's ship, cannons and all, upon which you too can sail the Milky Seas. Yours can have a different name painted on it, if you'd prefer.



Lucky Charm Bracelet: (600 CP) This charm bracelet is adorned with a pink heart, yellow moon, orange star, green clover, blue diamond, and purple horseshoe, among others. While wearing the bracelet, your mystical power is amplified greatly, enough to make a mere mortal the equal of this land's archmages. The various charms may have individual powers on top of this, but the only one we know of is that the blue diamond is a perfect receptacle for sealing magic - with the right spell one could trap a foe within it for as long as it remained intact, or perhaps it could be used as a phylactery for one's soul.

Raygun: (600 CP) This is a vintage raygun crafted by a species of propeller-headed aliens and powered by qwazy energy. It's powerful enough to knock out even nigh-invincible superheroes, though if they're that tough it might not permanently damage more than their pride. It's also quite versatile, as qwazy energy can also be used to pick up and propel objects and people.

Sogmaster's Mothership: (600 CP) This saucer-shaped ship is capable of interstellar travel, and can easily support a standard cohort of Jumper and companions as passengers. It contains a number of cannons that can deploy passengers of the liquid sort directly to the battlefield, or deliver powerful blasts of milk that can soggyfy entire platoons, destroying and eventually even dissolving all but the very most resilient of materials. Finally, should this ship crash or be destroyed, it will go up in a massive nuclear explosion capable of obliterating miles of landscape. As a last-ditch weapon of mass destruction, this might be adequate for your needs. However, if purposefully detonated in this fashion, the ship will not respawn for a full decade.



Companions:

Bulk Discount: (300 CP) You may purchase any combination of the below Companion options to a maximum of 8 Companions and only pay 300 CP total.

Companion Import/Create: (50 CP) Import one of your Companions for a measly 50 CP. They get 600 CP apiece for perks and items, and receive discounts in the same manner as outlined in those sections. This option may also be used to create a brand new companion representing a mascot not represented in the comic. You can buy this option multiple times maxing out at 8 Companions total.

Canon Companion: (50 CP) If you can convince one of the locals to follow you on your chain, you may do so for 50 CP. They do have to survive until the end of the jump to come with you, of course. You can buy this option multiple times maxing out at 8 Companions total.

Drawbacks:

You may gain a maximum of 600 CP from drawbacks. Further drawbacks may be taken, but will only increase your suffering, not your CP. Drawbacks end at the end of the decade.



King Ding-Dong: (+100) You're saddled with a foreign name. Something like 'Twinkie the Kid', or 'Captain Cupcake'. Needless to say, there are some prejudiced folks who don't feel comfortable around "your kind," whether you actually are what they think or not. You can certainly change people's opinion one at a time, by being a decent person and helping them in times of need, but you're always going to be dealing with idiots who you have to prove yourself to to get any respect from, and the stigma is always going to be grating.

The Time to Act is Now: (+100 CP) You find yourself haunted. A cryptic voice that only you can hear constantly pleads, cajoles, instructs, and demands you to act according to its desires, while ignoring any questions you have in return. Should you follow these orders, you will inevitably be drawn into conflict and danger, and there is no guarantee that the whisperer is benevolent or hostile to you or your ideals, but whatever they are will be powerful enough to pose a serious threat to you should you release them. Should you choose to ignore the voice, it will not cease its attempts, whispering at you day and night, fit to eventually drive all but the strongest-willed of men insane.

BooJumper: (+100 CP) For the duration of this jump you are, like a ghost, completely incorporeal. Changing forms will not alter this, and abilities that would let you bypass this to affect the material world such as telekinesis are likewise nerfed: You can move about unhindered by gravity, propelled by your will, but in order to manifest or use such powers to affect the physical realm you must expend a great deal of effort - I'd say a mere second or two

of physicality, enough to move or break an object using normal human strength, would require so much focus that you could only muster the energy maybe once in a decade. Even that could still be enough to turn the tides for you though, Jumper, so keep your eyes open and make it count.



There Was No Honor in This: (+200 CP) For whatever reason, you're desperate. And hope makes fools of men. You will believe even the most empty of promises, entering diabolical bargains requiring great sacrifice or morally dubious actions on your part, which you will always attempt to uphold only to find yourself betrayed by the unscrupulous. Such bargains only have one outcome - without your promised compensation, you remain empty handed, left only with the knowledge and memory of what you have done in your foolishness. If you somehow do receive compensation, (perhaps in the form of Cocoa Puffs, or Trix) it will always be fleeting, and you will feel all the more horrible for selling out just to get your fix.

Chocolate Chip Bastard: (+200 CP) Taking this just makes the world that much more of a miserable place. Everyone's in it for themselves, after all, and now they're just that much more short-sighted. "Why should I join the fight against Chocula? War's bad for my health!" Sentiments like that are more common now, so don't expect people to come running to your banner if you decide to fight the good fight. They certainly won't for Crunch or Tony, meaning that unless you step in Chocula and his allies will overrun the land.

In the End, It's All Food: (+200 CP) You, Jumper, are filled with a dreadful hunger, one nearly impossible to sate. You hunger for the blood and flesh of sentient beings, and will do nearly anything to reduce its pangs, even if only for a short while. And willpower won't work to keep you moral: You *want* to do this. While without subtlety, obeying the demands of your hunger will turn the majority of this land's people against you, a more devious approach can work wonders for you here.



Two Scoops of Death: (+300 CP) This one's simple. If the Sun shines upon your form for even the briefest instant, you die. At least you are now guaranteed to begin this Jump somewhere the Sun doesn't reach, such as indoors or underground. I hope you started at Castle Chocula, Jumper.

Fruity Pebbles: (+300 CP) All ministers and magistrates can't stop the people's yearning for the turning of the powers yet to be. And presidents and potentates can't stop the fires burning as we cast their ivory towers to the sea. By taking this, you ensure that peace will

remain fleeting in this land. Should the machinations of the Count and his allies come to naught, new threats and new foes will arise. Bloody revolution in the name of Fruity Pebbles shall sweep the land, children will fall victim to a virulent curse that turns them into hideous furry beasts whose sweet tooth leads them to destroy all in their path as they rampage in search of honeycombs, the alien Flemoids will find themselves enraged at Cerealia's system of chex and balances and invade, the dread syrup witch Mrs. Butterworth will attempt to annex Cerealia into the holdings of the Pan Dynasty, and so on throughout the entire decade of your stay.

Apocalypse Yum: (+600 CP) In a few months, a giant will eat all of Cerealia in a single bite, killing everybody. If this is allowed to happen, regardless of your personal survival, it's a chain failure for you.



Departing:

You have the following choice upon completing your ten years here:

Go Home: Maybe all these cereal mascots have made you nostalgic for the world you remember eating that cereal in? This option ends your chain, sending you back to the world of your birth, while time resumes flowing again in all the worlds you visited. As a consolation prize, you keep all your perks, etc. from this and previous jumps and supplements as well as whatever souvenirs and wealth you managed to hoard in your warehouse. Go forth and forge a brave new future with your amassed power and fortune!

This is the *only* choice you can take if you die and fail the jump.

Stay Here: ...Or perhaps you've realized that you've found a *literal* Land of Milk and Honey? Settling down in such a place doesn't seem like a terrible idea at all, now does it? This option *also* ends your chain with you keeping your stuff and restarts time in all the worlds you've visited up until now, but you get to stay here instead. You'll probably be listed as another missing person case back in your world of origin - one that will likely never be solved.

Keep Jumping: ...Or, finally, you can choose to keep journeying among the worlds. Maybe you quest for the elusive Spark. Maybe you just haven't found the right world to settle down in yet. Or maybe you love the nomad lifestyle and simply wish to keep jumping forever. Needless to say, a new world awaits! On to the next jump!

Notes:

- Sauce starts here: <http://breakfastofthegods.com/category/breakfast-of-the-gods-book-1/> Go read it.

- A few perks are supplemented heavily by additional sources - Quisp and Quake's original battle happened almost entirely off-panel in the backstory, but their respective perks also reference their actual television commercials. This is especially important for Quisp, as he has very few feats in the comic but is known to have beaten Quake. The commercials give the best explanation for how he could have done so, however: simply by being too fast for Quake to hit. That said, where the comics and commercials differed, (such as Quake being unable to fly in the comic) I went with the comic.

- Jumper-Os: Yes, the Jumper-Os boxes have box tops, but they're the equivalent of Monopoly money here.

- Lucky Charm Bracelet: The charms listed in the description are the ones seen in closeups of the bracelet, but they're always on the side you can see, making it fairly clear there should be more on the other side of Lucky's wrist. It's up to you if those others include red balloons, star balloons, whales, christmas trees, hourglasses, pots of gold, rainbows, snowflakes, snowballs, snowmen, unicorns, swirled moons, blue moons, shooting stars, crystal balls, leprechaun hats, hidden keys, magic mirrors and/or other charms based off of additions to the cereal's marshmallow lineup. An alternate interpretation of the charms is that rather than just an overall power boost they each have unique powers as per General Mills canon: (https://web.archive.org/web/20101123054130/http://generalmills.com/Media/NewsReleases/Library/2008/June/Lucky_announces_power_control_time.aspx) Wank as necessary, but keep yourself limited to the power levels of the comic: You might get short time stops or slowga-style spells from a time-control charm, but you're not going to have freeform time-travel past maybe a few minutes.

- Fruity Pebbles: This drawback references a glorious peoples' revolution inspired by Scott Stutzman's 'Fruity Pebbles Jingle' (<https://www.youtube.com/watch?v=apVOS4CJlIs>), as well as the Honeycomb commercials where kids turned into a CGI monster, the alien enemies from Chex Quest, and a reimagined Mrs. Butterworth. These are all just examples of the type of incidents that will happen on a constant basis; feel free to add your own instead of or in addition to the listed ones, so long as they tie into breakfast or mascot lore in some way. Yes, you could have the Noid or the 7-Up Spot causing havoc if you felt like it, since non-cereal mascots are basically just foreigners in this setting.

- Apocalypse Yum: For the purposes of Jumpchain, unless you take the Apocalypse Yum drawback, the last page of the comic simply doesn't happen, at least in a literal sense. We see Cerealia from space at least once in the comic, indicating that the events taking place are not

literally taking place on a tiny scale in the man's cereal bowl, but are rather his idle imaginings and can be treated as on a different metaphysical plane of existence that continues on after the story. The Apocalypse Yum drawback changes that, meaning that the man eating his last Cheerio becomes a literal end-of-the-world scenario for the setting.

Changelog:

v0.1: Buzz Bee edition - First release draft.